

# G•FORCE

100% UNOFFICIAL MAGAZINE FOR GAMECUBE AND GAME BOY ADVANCE

WE BLOW WIDE OPEN  
THE GREATEST  
GAMECUBE GAMES!



## LEGEND OF ZELDA GC

Does it benefit from its cartoon makeover?



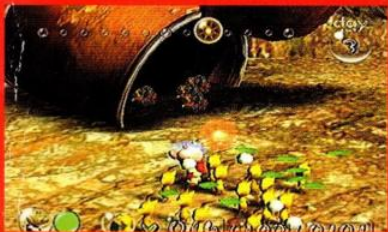
## TONY HAWK'S PRO SKATER 3

The biggest and baddest board blaster yet?



## STAR WARS ROGUE SQUADRON II: ROGUE LEADER

The Force is strong in this one...



## PIKMIN

Miyamoto's masterpiece reviewed and rated!



## SUPER SMASH BROS: MELEE

Marvellous multiplayer madness with  
Nintendo's craziest characters!

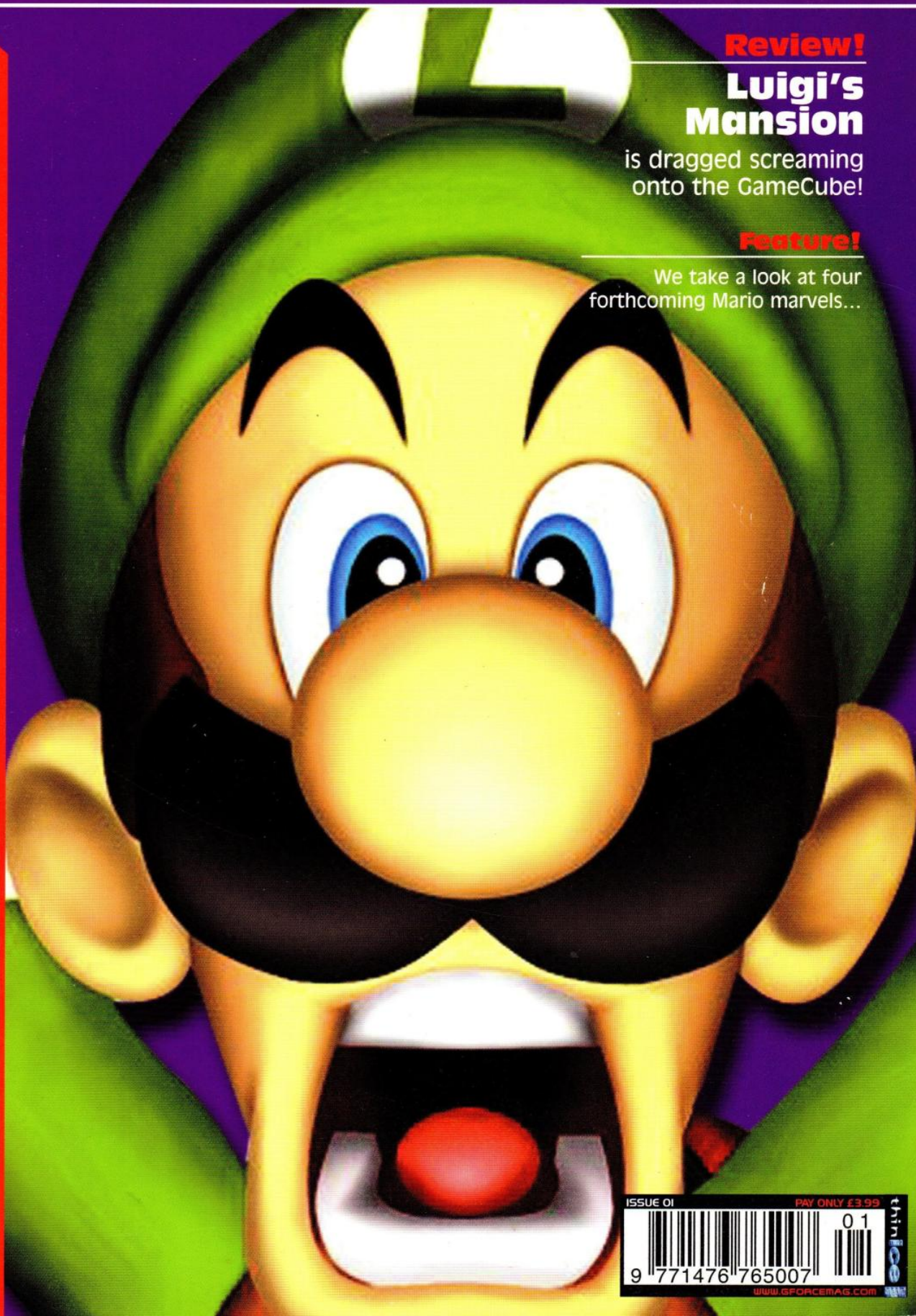
**Review!**

## Luigi's Mansion

is dragged screaming  
onto the GameCube!

**Feature!**

We take a look at four  
forthcoming Mario marvels...





FROM THE MAKER OF THE WORLD'S BEST SELLING CHEAT PRODUCTS

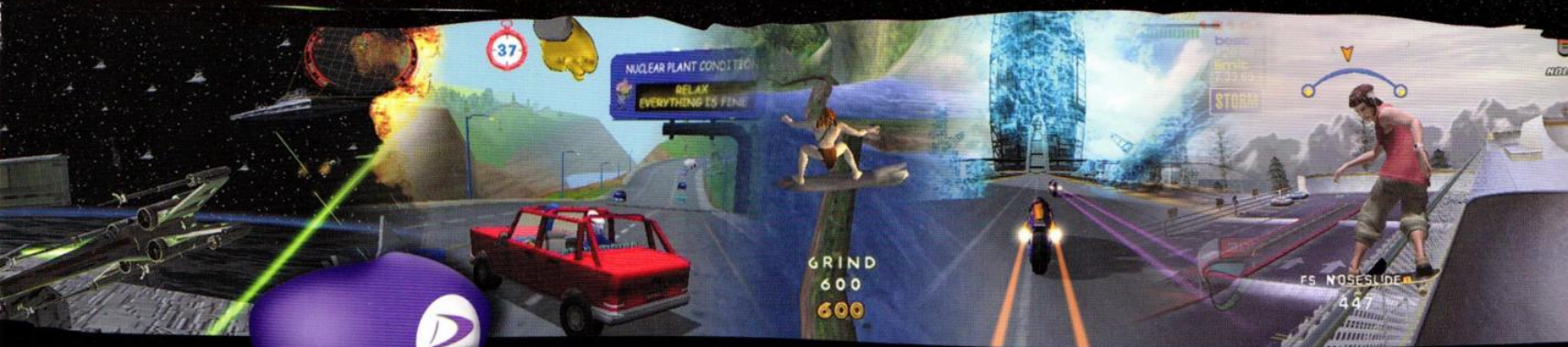
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# GAR

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**NEW** WANT TO KNOW  
WHAT'S **HOT** & WHAT'S **NOT**?

# RATED

LOVE IT - HATE IT...

RATE IT!

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TOP 10 ACTION BABS-REVEALED!

**BABE  
INTERVIEW**



**XBOX V GAM**

EXCLUSIVE

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# THIS IS G•FORCE!

## EDITORIAL



Welcome to the very first issue of G-Force! This month and every month we'll bring you the very best the GameCube and the Advance has to offer, with news, previews, reviews and features. Despite the patchy nature of the Cube's launch titles, this month we've a brace of superb games to offer you, with *Tony Hawk's Pro Skater 3*, *Star Wars Rogue Squadron II: Rogue Leader* and *Pikmin* all setting new standards for console gaming. Granted, there are some mediocre and good-but-not-great games too, but hey, there's enough classy stuff here to keep you going for some time to come. On the Advance, *Klonoa: Empire of Dreams* gives Mario a run for his money. Talking of Mario, he's soon to star in four top GameCube games, with *Mario Sunshine*, *Mario Golf*, *Mario Tennis* and *Mario Kart* all coming to the Cube. Check out our sizzling previews inside. We also give you the inside information on why you were right to pick a Cube over an Xbox or a PS2. The future's looking good for the Cube – this is only the beginning...

Ian Osborne  
Editor, G-Force

## DVD-FORCE!

On Episode One of our exclusive DVD, we bring you...



SEE THOSE GAMES IN ACTION!

### ETERNAL DARKNESS: SANITY'S REQUIEM

A spine-chilling thriller that takes you on a journey through time.



One of the most original games in years, and an early GameCube classic!



### STAR FOX ADVENTURES: DINOSAUR PLANET

Fox McCloud is back, and this time he's going for a walk!



### SUPER SMASH BROS: MELEE

The N64 hit comes into its own with this hilarious party-play beat-'em-up...



### COMPETITIONS!

Three GameCubes and five copies of *Broken Sword: Shadow of the Templars* must be won!



### INTERVIEW!

We talk to Spellbound Studios' Martyn Lane about the forthcoming Colin McRae Rally 2.0 for the GBA...

### BATTLE OF THE NEXT-GEN CONSOLES...

Find out why you were right to buy a GameCube!



## SOAP BOH

### Waxing lyrical on all things GameCube...

Let's be honest – we didn't get the launch line-up we wanted for the GameCube. It wasn't bad – far from it, but it didn't offer the blockbuster titles we were all hoping for. Mario's missing for a start. In the past, every killer new Nintendo console got a killer new Mario game on launch day, but he won't appear on the Cube until nearer Christmas. Sure, his brother's here with *Luigi's Mansion*, but it's good, but not great. Indeed, 'good, but not great' accurately describes far too many launch games, with *Spy Hunter*, *Driven*, *Sonic Adventure 2: Battle and Wave Race* all scoring in the Seventies. And where are the truly original efforts? The only outstanding game reviewed this issue that isn't a sequel or a conversion is *Pikmin*, and that isn't a launch title! It's not all doom and gloom, of course. *Tony Hawk's* is at his devastating best on the Cube, and The Force is definitely with its *Star Wars* title. I just wish there was a killer driving game, a devastating platformer and an unsurpassable beat-'em-up to go with them. The epic games will come, of course. This month alone we preview *Mario Sunshine*, *Zelda*, *Donkey Kong Racing* and *Turok Evolution*, all brand-new games featuring established heroes, and *Super Smash Bros: Melee*, *Super Monkey Ball* and *Pikmin* are just around the corner. There are some excellent games in the pipeline – we just wish a few more had hit the shelves in time for launch.

Ian Osborne



# TAKE IT AWAY!

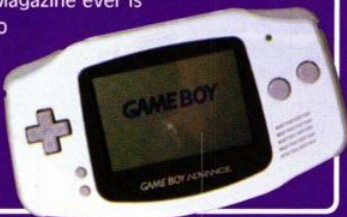
WELCOME TO THE FIRST EVER ISSUE OF G-FORCE...

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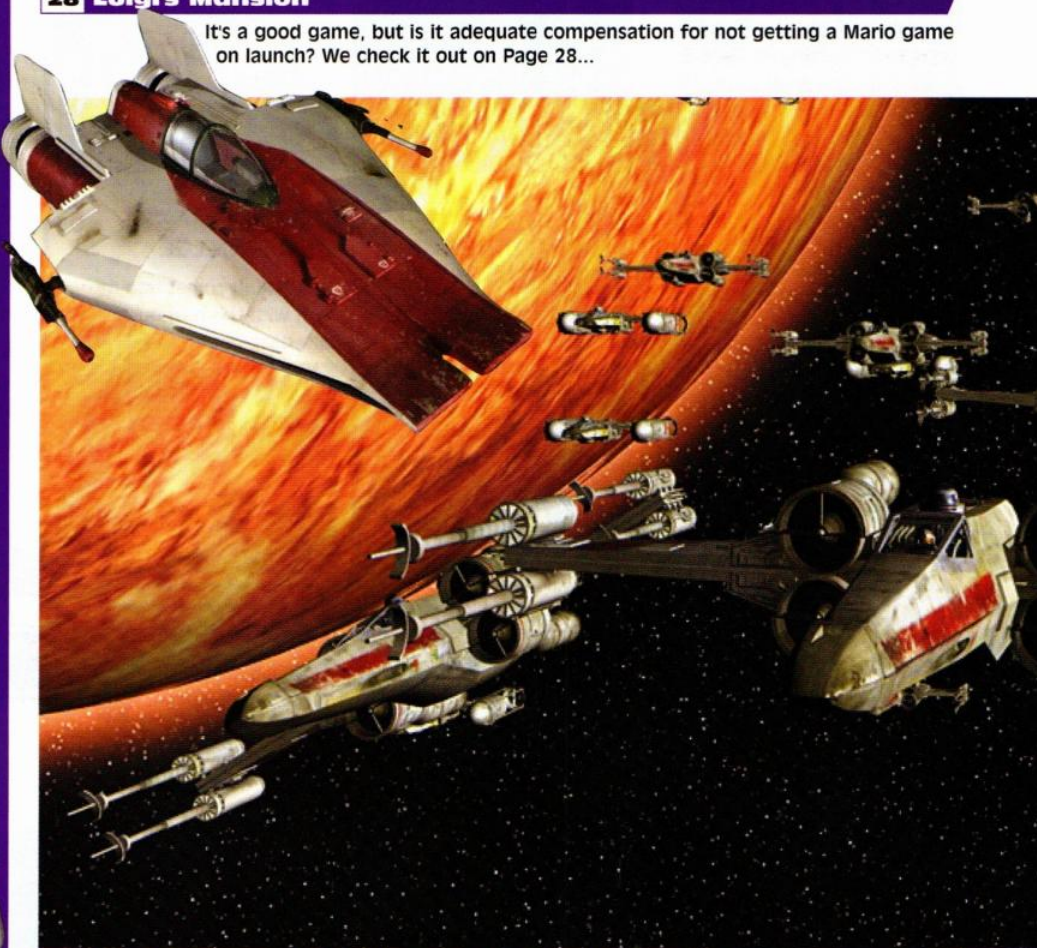
# GBX

The greatest Game Boy Magazine ever is now a part of G-Force. To catch up on all the latest news and reviews for the Game Boy Advance, check out our special supplement after Page 62!



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It's a good game, but is it adequate compensation for not getting a Mario game on launch? We check it out on Page 28...



**32 Star Wars Rogue Squadron II: Rogue Leader**

There's been some great Star Wars games on consoles in the past, but also some pretty poor ones too. Find out on which side of The Force this lies on Page 32...





## 50 Pikmin

Is this the weirdest videogame ever? Grow flowers and rebuild your space ship (honest) on Page 50...



## 42 Super Smash Bros: Melee

It's already taking Japan by storm, and looks set to impress over here? Why? Find out on Page 42...



## 52 Tony Hawk's Pro Skater 3

Is this the best Hawkster game yet, or a tired cash cow dragged onto the Cube for one more milking? Grab some phat air on Page 52...

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# READ ALL ABOUT IT!

BREAKING GAMECUBE NEWS...



## Squaresoft Fulfil our FANTASIES

Final Fantasy on the GC is soon to be a reality!

**A**t last! After a decade of only producing games for Sony, Squaresoft is to return to Nintendo machines by bringing the epic *Final Fantasy* series to both the GameCube and GBA. The company is to set up a brand-new studio to work on the games, which will be funded through Nintendo's Q-Fund, a scheme by which new developers can borrow from Nintendo to finance the cost of developing a GameCube

game. It's not yet clear whether the new games will be completely original or ported from the PS2, but conversions of *Final Fantasy X* (pictured) or the forthcoming *Final Fantasy XI* seem far from unlikely. Another possibility is a cel-shaded game based on *Final Fantasy Unlimited*, the Japanese Anime cartoon series. The series also seems a likely contender for some sort of

GBA/GC link-up, perhaps with a training camp you can visit within the game and upload to your Advance, then improve your characters on the handheld. Squaresoft was once a prolific Nintendo publisher, bringing *Final Fantasy* to the NES in 1987, with *FFII* and *FFIII* appearing in 1988 and 1990 respectively, but only in Japan. 1991

fourth game (dubbed *Final Fantasy II* in America and Europe) on the SNES. The watered-down, arcadey *Final Fantasy: Mystic Quest* and the incredible *Final Fantasy VI* (or *FFIII* outside Japan) followed in '92. A few Game Boy titles appeared around this time. The Nintendo/Squaresoft partnership also gave us the *Secret of Mana* and *Secret of Evermore* series, as well as *Super Mario RPG*, a Square title that was co-designed by Shigeru Miyamoto. Square then spent three years developing the epic *Final Fantasy VII*, but when Nintendo announced its next machine would be a cart-based console (eventually titled the N64) instead of CD-based, Sony's fledgling console was chosen as the series' new home. The game appeared on the PlayStation in 1997, and the FF saga stayed there. But the release of the GameCube sees Square return to the Nintendo fold, and we should all be grateful...



## GC Online Gaming on the Way

Nintendo's GameCube modem is a reality...

**A**lthough it can't get on the net straight out of the box, Nintendo's GameCube is perfectly capable of online gaming. By fitting a GameCube Modem into the serial port

underneath the Cube, you can connect your machine to the internet via your phone line. No doubt some great online games are in the making! The Nintendo GameCube Modem will come in two

varieties, one for 56k transfer and another for faster broadband connection. We've no information on the price or release date yet, but watch this space...





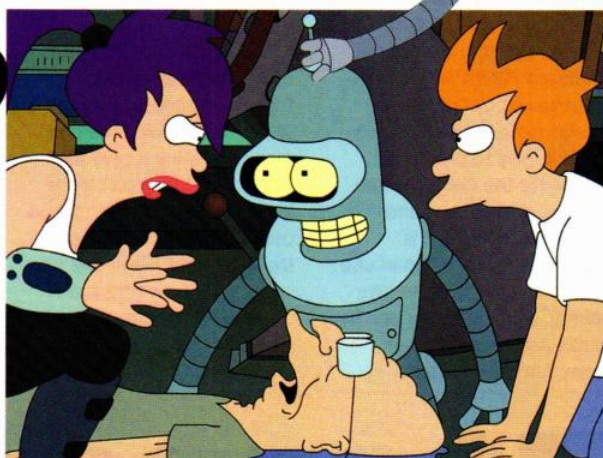


# Sci Look to the Future

## Futurama game coming to the GameCube

Sci has snapped up the rights to make a videogame based on the *Simpsons* sequel *Futurama*. The game features a strong storyline written by the TV show's scriptwriter and producer, J. Stewart Burns. Matt Groening, the brains behind both *The Simpsons* and *Futurama*, has been heavily involved with the game from its conception, and most of the original voice-over actors are used. Expect it to be mega-accurate.

*Futurama* is a 3D action adventure set in the stunning sci-fi universe of the TV series. The player can take on the role of the three main characters, Fry, Bender and Leila, as their adventure takes them from Planet Express right around the galaxy. The team responsible for coding the creation, the Swedish-based UDS team, also did *World's Scariest Police Chases* on PS2. Jane Cavanagh, Chief Executive of Sci



commented: "We are delighted to sign such an exciting licence. This is a clear

demonstration that companies such as Fox have faith in the quality of Sci products". It won't be ready until next year, but if the team pack in the atmosphere and humour of the show, it should be worth the wait.

## New FPS Aims to Reinvent Genre

### Shoot to Kill takes a fresh approach.

Codemasters is to release a new first-person shooter which they claim will turn the genre on its head. *Shoot to Kill: Columbian Crackdown* sees you hunting down drugs barons against a tale of betrayal and revenge.

According to Codemasters' Studio Head Gavin Raeburn, "Message boards are full of criticism for over-hyped first-person shooters that simply don't take the genre any further. We intend to totally reinvent the clichéd first-person shooter, move it on,

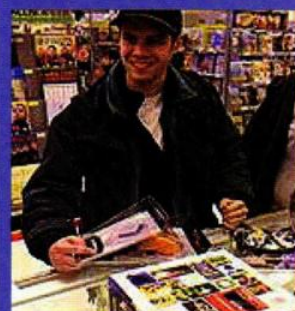
deliver a fresh gameplay experience and show gamers what they've been missing for years". He's a little tight-lipped on how the game will revolutionise the first-person shooters, but promises amazing AI and physics systems.



## VIDEOCAST...

Nintendo announced the imminent arrival of the GameCube on an Internet videocast, during which Nintendo Europe's Managing Director David Gosen explained how Nintendo sees the Gamecube. "It's not targeted at Adults", he said, "it's not targeted at teenagers and it's not targeted at children. It's targeted at gamers, whatever their age". He also said an amazing three million GBAs have been sold in Europe since its launch last year.

## GAMECUBE BREAKS RECORDS



Nintendo claims sales worth \$100m (£70m) of GameCubes and games on its first day of sale. Not surprising considering the Cube sells for just \$199 (£140) over there, and each game costs \$49.99 (£35).



## XIII - Unlucky for Some?

...But what happened to games I to XII?



If you're puzzled by the headline, this game's called *XIII*, pronounced 'thirteen' (not 'sili'). It's based on a European comic strip, which (judging by the artwork shown here) features a guy that looks like a cross between Martin Shaw and Dickie Davis. It's a first-person shooter coming to us courtesy of Ubi Soft, and features cel-shaded graphics. The storyline features a 'conspiracy of epic proportions', which the player must unravel by picking up clues offered during the game's flashback scenes. "We are constantly striving to push the gaming envelope, and *XIII* will create a world so unique and enthralling that gamers will become instantly engaged", said Laurent Detoc, president of Ubi Soft North America. "From the revolutionary first-person cel-shade animation, *Unreal II* technology and unique storyline, *XIII* reaches the limits of interactive gameplay never experienced before."



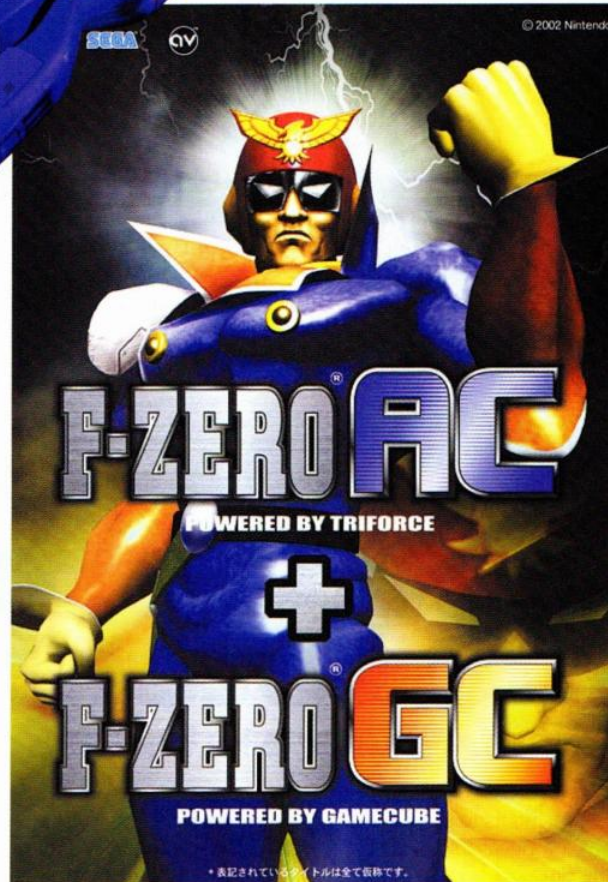
## F-Zero for the Cube and Coin-op

Nintendo's racing gem gets a dual next-gen release.

Nintendo and Sega are teaming up to bring us two new *F-Zero* games, for the GameCube and the arcades. The Sega-produced *F-Zero AC* is a coin-op powered by Triforce, an arcade system developed to make it easy to produce games for the Cube and the arcades side by side, and Nintendo's *F-Zero GC* is (obviously) for the GameCube. Both are working titles. The coin-op is being developed by Sega's Amusement Vision team, famous for *Super*

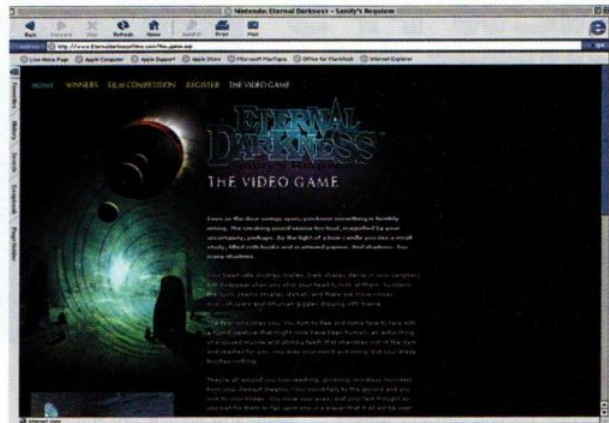
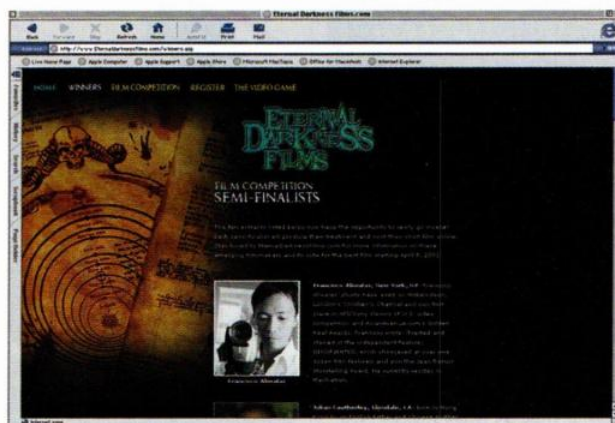
*Monkey Ball* and the *Daytona Racing* series. Nintendo's internal team will take care of the GC game.

*F-Zero AC/GC* is believed to take advantage of the Triforce's 'home and away' system, whereby a memory card containing a save file from the GC version can be inserted into the coin-op and used in the arcade game. If sharing a save file in this way opens up bonus cars and tracks, it could prove an excellent idea.



## Eternal Darkness Makes for the Movies

Amateur Film-making competition launched on the net.



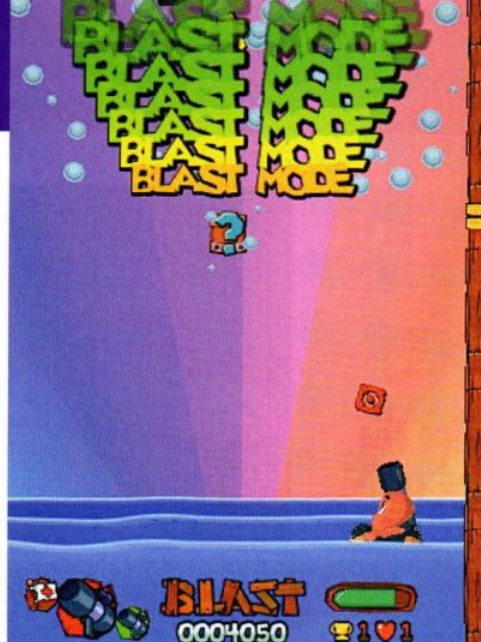
After running a competition which challenged amateur film-makers to put together a short movie based on the forthcoming *Eternal Darkness: Sanity's Requiem*, Nintendo

chose ten semi-finalists from over 500 hopefuls. The budding Steven Spielbergs were then commissioned to produce a five-minute short film based on the game's themes of madness,

hallucinations and black magic. These will be posted on [www.eternaldarknessfilms.com](http://www.eternaldarknessfilms.com) between 23rd May and 4th July. Viewers can vote on which one's the best, the winning producer earning

\$20,000 and the chance to have his or her masterpiece shown at a major film festival. For more information on *Eternal Darkness: Sanity's Requiem*, check out this month's DVD.



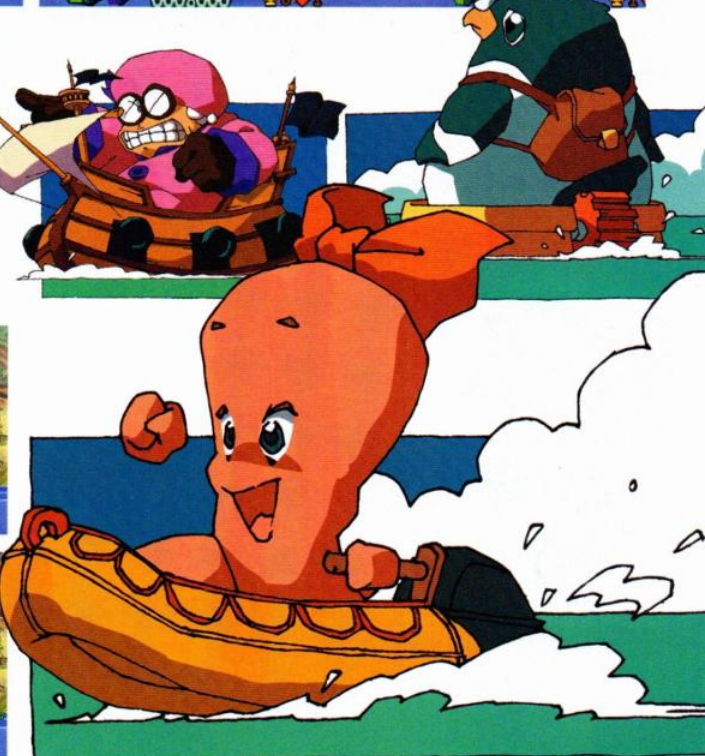


# WORMS BLAST Their Way onto GC

The wriggly warriors return for more multiplayer mayhem...

**W**orms – what a game. Each player (or computer opponent) takes it in turn to move one of his team of worms, then let rip with a weapon such as a grenade (lob it for a big bang), rocket launcher (deadly, but don't get caught in the blast) and the sheep (don't ask). Part strategy game and part arcade hilarity, the *Worms* saga has thrilled gamers since 1994, and now it's coming to the GameCube. Unlike its predecessors, *Worms Blast* is a 3D game, but retains

the traditional cartoon atmosphere of previous *Worms* outings. Sea life is a new hazard, and the 12 environments offered contain different aquatic creatures, according to the water temperature. Multiplayer gaming is, of course, catered for – *Worms* is incredible with a few friends around. The screenshots shown here are from the PS2 version, but we should be getting some Cube pics soon. Watch this space for more information.



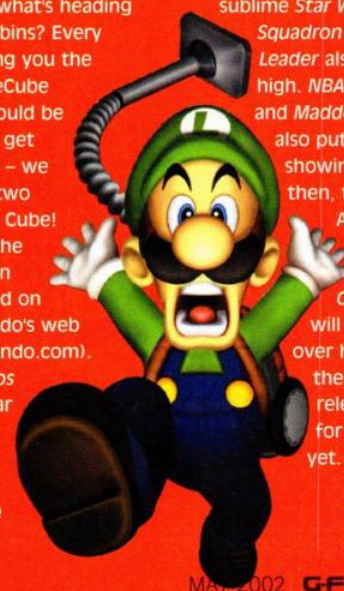
## WHAT PEOPLE ARE PLAYING...

...According to Nintendo's web site

|     |                                           |
|-----|-------------------------------------------|
| 1:  | Super Smash Bros Melee                    |
| 2:  | NBA Courtside 2002                        |
| 3:  | Pikmin                                    |
| 4:  | Star Wars Rogue Squadron II: Rogue Leader |
| 5:  | 5: Luigi's Mansion                        |
| 6:  | Tony Hawk's Pro Skater 3                  |
| 7:  | The Simpsons: Road Rage                   |
| 8:  | SSX Tricky                                |
| 9:  | Madden NFL 2002                           |
| 10: | Super Monkey Ball                         |

Want to know what's top in the shops, and what's heading for the bargain bins? Every month we'll bring you the official UK GameCube charts, but it would be a bit difficult to get 'em in this issue – we hit the shelves two days before the Cube! Instead, here's the top ten games in the States, based on a poll on Nintendo's web site ([www.nintendo.com](http://www.nintendo.com)). *Super Smash Bros* seems as popular across the Atlantic as it does in the Pacific, with the

excellent *Pikmin* and the sublime *Star Wars Rogue Squadron II: Rogue Leader* also flying high. *NBA Courtside* and *Madden NFL 2002* also put in a strong showing, but then, this is an American chart – we doubt *Courtside* will do so well over here, and there's no release date for *Madden* yet.





# Over The Rising Sun

Gadgets and gizmos  
from the Land of the  
Rising Sun...

**T**here's no escaping them. In Japan, vending machines are everywhere, and they sell just about anything. Socks, beer, boiled eggs, roses, CDs – and

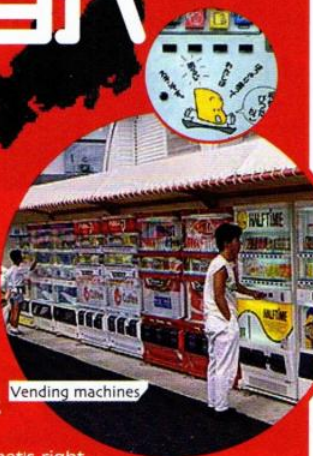
videogames. That's right – if you want a new GameCube game at 2am in Tokyo, no problem. Just go find your nearest vending machine. Some machines are almost becoming videogames in their own right too, with speech samples, flashing lights and other such frills.

The Japanese sure love their gadgets...

One gadget the Japanese definitely love is the digital camera. Not just for

serious use either – these two, from DoCoMo, let you take snapshots of your mates and overlay them with cartoon pics before printing them out, e-mailing them or even sending them to mobile phones. It's like a colour version of the Game Boy camera. The Godzilla movies were always larger than life, and proved popular over here too (despite the terrible lip-synch caused by over-dubbing in English). They spawned a host of collectibles, as well as a few videogames (one coming for the GC too), including these great Godzilla figures. They're fearsomely expensive on import, but kinda fun.

Perhaps the strangest Japanese gadget is Yamaha's silent violin. Yes, you read that right – silent violin. You see, Japanese cities are often crowded and their buildings have very thin walls – it's really hard to practise your playing without disturbing the neighbours. With this neat electronic gizmo, you just plug it in and play away, listening to yourself through earphones. Clever, eh?



Vending machines



DoCoMo cameras.



Godzilla toys.



Silent violin.

## Triforce to Hit the Arcades

Nintendo, Sega and Namco bridge the gap between the GameCube and coin-op...

**N**intendo, Namco and Sega have joined forces to develop the arcade machine of the future. Dubbed Triforce, the arcade board is based on GameCube architecture, but is around twice as powerful. The Triforce unit is the purple box shown here, which will be fitted in an arcade cabinet when in use. It's shown connected to Sega's own GD-ROM storage device, though developers could use pretty-much anything they like to store their data. Because the board is based on GameCube technology, it's remarkably



easy to develop games for the Triforce arcade machine and the GameCube side by side. Best of all, it's rumoured that GameCube owners can take a saved game into the arcades,

plug the memory card into the coin-op and open new gameplay elements on the big machine. See the news piece on *F-Zero* for more details...



well as next-generation game lovers. The game features intense hand-to-hand and special-weapon combat, secret hidden moves and combinations with deadly body blows and fatalities.

## Mortal Kombat Punches its Way onto Cube

The bloodthirsty fighting saga continues...

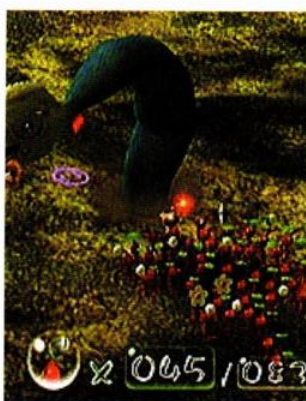
**M**idway is bringing its notorious *Mortal Kombat* saga to the GameCube with *Mortal Kombat: Deadly Alliance*, which will also appear on the GBA. According to Midway, the game marks the relaunch of the *Mortal Kombat* series, with

an all-new engine delivering punishing action that rewards long-time fans of the franchise as



"*Mortal Kombat: Deadly Alliance* is the next phase of the *Mortal Kombat* series that gamers have been waiting for", said Helene Sheeler, Midway's Vice President of Marketing. "With all-new characters and worlds, never-before-seen features and a totally new fighting engine, *Mortal Kombat: Deadly Alliance* will set a precedent for all other next-generation fighting games to follow."





## PIKMIN IN BLOOM

Real-life flower named after the videogame (honest!)...

**G**ardening and videogaming may seem like very different hobbies, but thanks to a deal between Nintendo and S&G Flowers, they've now got some common ground to cultivate. S&G Flowers has named its newest creation, a white flower with five petals and a yellow centre the *Pikmin* flower.

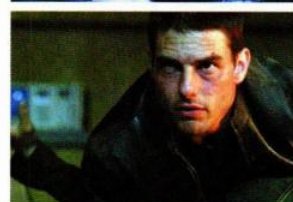
The *Pikmin* flower closely resembles the loveable plant-like characters from Nintendo's *Pikmin*. Nintendo and S&G Flowers hope the deal will sell more flowers and more videogames, and judging by the quality of *Pikmin*, it certainly deserves to. Check out the review on Page 54 to see just how cool it is...



## MINORITY REPORT FOR GC

Activision brings Tom Cruise Film to next-gen consoles.

**A**ctivision is to bring this Summer's Tom Cruise blockbuster *Minority Report* to the GameCube. The film is based on the novel by sci-fi writer Phillip K Dick, whose work also inspired the *Total Recall* and *Bladerunner* movies. Activision will work closely with Fox Interactive and DreamWorks to deliver an interactive game that reflects the rich storyline, characters and environments of the upcoming movie. With their input, Activision will re-create the visual and visceral immersive experience of this thrilling science fiction adventure. "It's clear that *Minority Report* will be one of the biggest blockbusters of 2002", says



Greg Goldstein, vice president of brand development and licensing for Activision. "With this film, Steven Spielberg continues his legacy of creating some of the most compelling adventure films ever made."

COMPETITION · COMPETITION · COMPETITION · COMPETITION · COMPETITION

# MEGA MEMORY 16X

**WIN!**

To stand a chance of winning one of these sizzling prizes, just answer this simple question:

**How much storage space is there on a Datal Mega Memory 16?**

- A:** Five cubic feet
- B:** 74 minutes
- C:** Eight megs

When you think you know the answer, ring our competition hotline and leave your name and address.

# 09064 774478

**Terms and Conditions:** Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 1st May 2002 and close at midnight on 4th June 2002. The editor's decision is final and no correspondence will be entered into.

## THANKS FOR THE MEMORY...

**Ten Datal Mega Memory 16 cards must be won!**

Let's face it – the GameCube is a tremendous piece of kit at an unbelievable price, but the memory card is way too expensive for a unit that holds only half a meg's-worth of game saves. Thankfully, Datal has come to the rescue with the Mega Memory 16x, a card with 16 times the storage space of the official one. That's a full eight megs, for only £29.99. Barg! And as it uses no compression techniques, it's ultra-reliable too. What's more, we have ten of them to give away.







## More Limbless Laughs...

Rayman waddles onto the GC.

Ubisoft is bringing the popular Rayman to the GameCube with *Rayman 3: Hoodlum Havoc*.

With the new innovative tactical arcade battle system, *Rayman 3: Hoodlum Havoc's* gameplay offers a fresh and exhilarating experience to the action-adventure genre. Rayman explores never-before-seen regions inhabited by off-the-wall creatures. *Rayman 3: Hoodlum Havoc* is not only an epic quest, but also a whimsical comedy unveiling a rich tale of cartoon fantasy adventure.

The PlayStation2 game *Rayman M* is also coming to the Cube, but only in America. It will be retitled

*Rayman Arena* for its GC release.



# The Monsters March onto the Cube...

Another Monsters, Inc. game from THQ.



THQ is to publish a *Monsters, Inc.* title for the GameCube. The Game, which will appear this Autumn,

features a unique dodge ball-style match set in special stadium arenas where your favourite monsters launch 'laugh balls' at each other. These affect each monster differently when they strike. In the game, Monsters train and learn how to bring laughter to the children they once scared with the ultimate goal of filling their

individual laugh canisters first. The game also features a multiplayer mode allowing up to four players to compete. *Monsters, Inc.* got mixed reviews on the Game Boy, with the Color game actually out-pointing the Advance version, but this is a whole new ball game. We'll let you know how it's doing on the Cube in future issues. ☺



## Activision Find Lost Kingdoms GameCube role-playing from Japan...

*Phantasy Star Online* isn't the only RPG coming to the Cube.

There's also *Lost Kingdoms*, courtesy of Activision, an epic quest in which you guide Princess Katia as she seeks to rid the five kingdoms of Argwll from the usual collection of fantasy foes. The game features card-based battles where you use your cards to summon monsters and attack your enemies, while avoiding your opponent's own card attacks. There are 104 cards to collect.

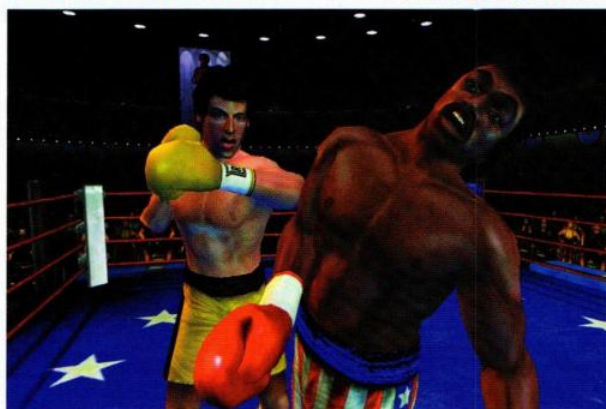
"*Lost Kingdoms* invites players to experience an epic fantasy world filled with magic, monsters and mystery", states Larry Goldberg, executive vice president, Activision Worldwide Studios. "The game



delivers a fantastic 3D experience, with guardian creature cards that you can collect, control and use to battle against an evil power and its dominions." ☺

# ROCKY Rocks onto GC

Fighting Franchise boxes clever on the Cube.



It's not the most recent of films to bring to a videogame, but *Rocky* won an Oscar in 1976, so we'll forgive it for being over a quarter of a century old. The game charted the rise of unknown heavyweight boxer Rocky Balboa (Sylvester Stallone), who's given a crack at the world heavyweight boxing champion when the intended challenger pulls out, so no prizes for guessing what game style we have here. There are several single-player

and multiplayer modes on offer, including a Movie Mode, where you fight your way through the film's storyline. You can train your boxer between fights too. Publishers Rage Software promise a wide range of boxing moves, including hooks, jabs and uppercuts. The screenshots shown here are from the PS2, but they give a reasonable idea of what *Rocky* will be like on the Cube. It should be with us early next year. ☺





# THE DARK KNIGHT RETURNS

Batman Tomorrow for GC

**E**xplosions echo through the tough streets of Gotham as rival gangs battle for control of the city. Commissioner Gordon disappears and the lunatics take over the Arkham Asylum, home to the criminally insane. Batman knows these seemingly-unrelated events are actually planned, and it's

up to him to catch the criminal mastermind behind them... So reads the plot to the latest Batman videogame thriller. It's a fighting-and-puzzle-solving opus, much like Ubi Soft's *Batman Vengeance*, and it will be with us in November. We'll bring you a holy bat-preview in the Autumn...



BATMAN and all related characters, names, and indicia are trademarks of DC Comics © 2002.

# TAKING THE MICKEY

Mickey Mouse makes a videogaming comeback

**U**here were some great Disney games in the '90s – anyone remember the Capcom/Nintendo-developed *The Magical Quest Featuring Mickey Mouse* on the SNES? Well, Capcom and Nintendo are working together once more on a new Mickey Mouse game. It's currently known as *Disney's Mickey for GameCube*, but we're sure they'll come up

with a better title before it's released. Mr Mouse is in a huge 3D world, and once again his animation's spot-on, with true-to-the-cartoon movements and a high degree of detail. We've no information on the characters or plot, but we'll let you know as soon as we can. We've no release date either, but our guess is Christmas.



# FUR-FOOTED FIEND HOPS ONTO CUBE

Tolkien resurgence continues with *The Hobbit*

**E**ver since the new *Lord of the Rings* movie trilogy rekindled interest in wizards and orcs, the videogaming world's gone Tolkien mad. With Electronic Arts beavering away on their *Lord of the Rings* movie games and Vivendi producing games based on the books, now Sierra Entertainment has thrown its floppy hat into the ring (no pun intended) with a game based on *The Hobbit*. For those who don't know, *The*

*Hobbit* tells how Bilbo Baggins found the ring that caused so much trouble in *LOTR*, and ends with an epic dragon-slaying and a pitched battle with orc armies. The GameCube game is a third-person action adventure in which you play Bilbo. The game won't be released until next year, and all we have to show you is a piece of concept art, but we'll be back with screenshots real soon.



# NEW FOOTBALL CONTROLLER SCORES OWN GOAL

Is this the weirdest controller yet?



wave your foot over a sensor. You still need a normal pad for controlling your player's movements – you just kick with the new contraption. The Football Stadium is fully compatible with all soccer games and costs £34.99, but do you want one? Kicking thin air is hardly satisfying, and who plays games standing up anyway? File under

**I**t's a neat try. According to its creator, "We have created the 2002 FIFA World Cup Football Stadium for all soccer enthusiasts. Now they can enjoy the game, not only on a real pitch but in front of the console too, with family and friends!" Honest! The 2002 FIFA World Cup Football Stadium comprises a non-slip mat designed like a soccer field and three vertical sensors which detect the player's movements. Plug it in, and instead of tapping a joystick button to shoot, you



'technology for technology's sake'...





**M**ario must be the ultimate videogaming hero. He was there at videogaming's dawn, doing battle with *Donkey Kong* in the game that launched the platforming genre, and is still going strong today. Clever design and oodles of atmosphere has ensured every Mario game's a hit – no wonder every new Nintendo console got a killer *Mario* game on launch day to help sell the machine. Until now. For some bizarre reason, Nintendo hasn't yet given us a *Mario* blockbuster for the GameCube, but the moustachioed maestro has no fewer than four titles in the pipeline, with a fifth already pencilled in. Let's take a look at what they've got to offer...

# MARIO MADNESS!

We didn't get a Mario game on launch day, but there's four in the pipeline. We take a look at what our Mazza's got in store for us...





# MARIO SUNSHINE

**N**intendo is remaining frustratingly tight-lipped about this one. Sure, there was a video of *Super Mario Sunshine* in action at last year's Spaceworld show, but it was very short and our Mazza did absolutely nothing interesting at all. Sure he ran over some rooftops and jumped around, but then he would, wouldn't he? He is Mario, after all. He then booted a big white ball across the screen, but what it is and why he's kicking it isn't explained. An enormous plant chases him across the lawn, but he makes no attempt to fight it so we get no impression of the combat involved in the game. None of the other characters from Mario's world are shown either.

The biggest mystery was that huge contraption on his back. It looks like a weapon – some sort of blaster or laser, maybe? Mario with a gun just wouldn't seem right. A personal helicopter with the rotors folded? Naah – that's not Mario



either. So what is it? The icon in the bottom-right corner of the screen's a clue. It's labelled 'water' (as you can see), and the video clips showed it filled to various degrees (it's empty in the screenshots shown here). It is, in fact, a water cannon Mario uses to clean up graffiti and paint splodges that are disfiguring his world. Let us explain...

For once the storyline doesn't start with Princess Peach being kidnapped by Bowser. Instead, Mario and Peach take a holiday on a remote island, but things go pear-shaped straight away (you saw that coming, didn't you?). Apparently, a villainous vandal has been scrawling all over the island, and he looks just like Mazza. Who could it be? David Seaman? Bob Carolgees? Tom Selleck? Well whoever it is, he's got Mario into a lot of trouble, and it's up to you to get him out again. Armed with your water-wielding wonder weapon, you must clean up the scribble and unmask the scribbler. You also have to clean up paint splodges

that infest the island (also the work of the shadowy scribbler, perhaps?), and as usual, collect coins as you go.

Mario has changed somewhat since Mario 64. He's now more rounded – a return to his cholesterol-choked roots, if you will. The animation is better too, with Mazza looking incredibly fluid. Unfortunately, the rest of the game looked just like Mario 64 – some of the textures and sound samples appeared to be 'borrowed' from the earlier game on the video we saw, but as you can see from the screenshots, the visuals have improved since. It's still early days, after all. The worlds seem absolutely huge, and in a break from the norm for a Mario game, there are city environments as well as the usual lush outdoor worlds. So there we have it – only tantalising glimpses of Mario's first appearance on the mighty Cube. We'll bring you more on how it plays as soon as we know ourselves, which shouldn't be long. It's pencilled in for a 19th July release in Japan, with an American version exploding onto the shelves on 26th August. The UK release date has yet to be fixed. As usual! ▽



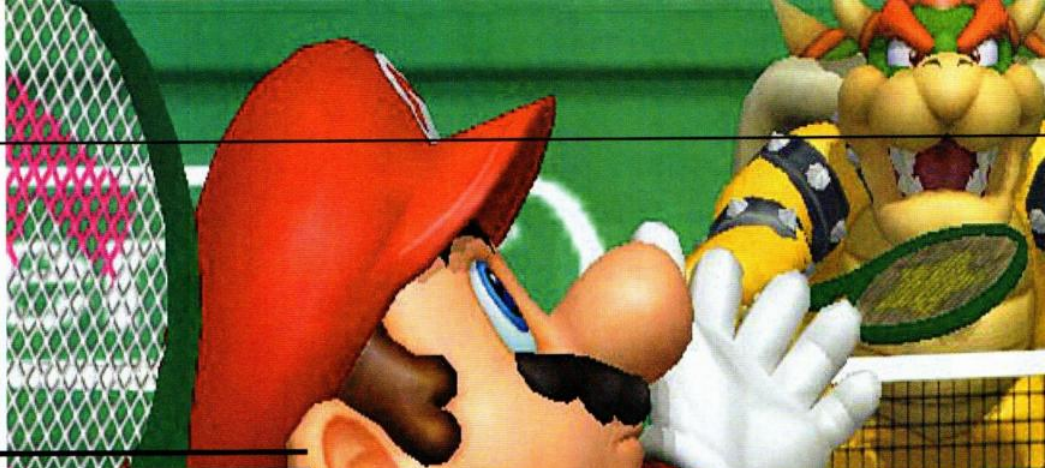
## The Mario 128 Demo

Mario first saw light of day on the Cube in Shigeru Miyamoto's acclaimed Mario 128 demo, a video showing the GameCube in action that was shown to the press when the Cube was first announced. In it, Mario stood on a circular platform full of crates. He picked one up and threw it away, finding another Mario. This Mario then joined in, removing a crate of his own, and finding yet another Mario. A counter at the top of the screen showed how many Mazzas were active. This went on until there was an amazing 128 Marios, each rendered in real-time and built from 700 polygons, and all running around throwing crates. Several graphical techniques were then shown, as the floor underneath them became distorted, and the graphics switched to cel-shaded mode, giving the Marios a cartoony look. And you see that green bar at the foot of the screen? That shows how hard the demo was taxing the hardware. It hardly moved...





FEATURE!



# MARIO TENNIS

version was so good, professional tennis player Kamio Yone said it felt like real tennis. Praise indeed, but what's been added to the GameCube version, other than the obvious increased polygon count and beefed-up animations?

It was a huge hit on the Game Boy Color and the N64, and the team responsible for those wee gems is bringing it to the GameCube. That's right, folks – Camelot is hard at work on a GC version of *Mario Tennis*, that sublime sports sim with a perfect blend of arcade action and serious simulation. The N64

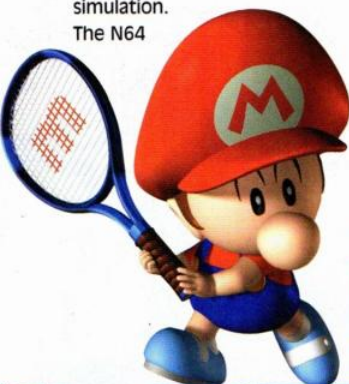
According to Takahashi Shyugo, a founder of Camelot, the controls and AI have been given a make-over, so players can't expect to succeed by relying on techniques mastered on the 64-bit machine.

There are many more polygons in the characters than in the N64 version, and motion blur has been added too. A self-shadowing technique with two shades of shadow is used to create realistic 'fur' effects – look at the ball Mario's about to serve...

And that's about all we know. It



was possible to transfer characters between the Game Boy Color and N64 versions of the game – perhaps there'll be a *Mario Tennis Advance* somewhere down the line, with the same function offered through the link cable? We can but hope...



# MARIO GOLF

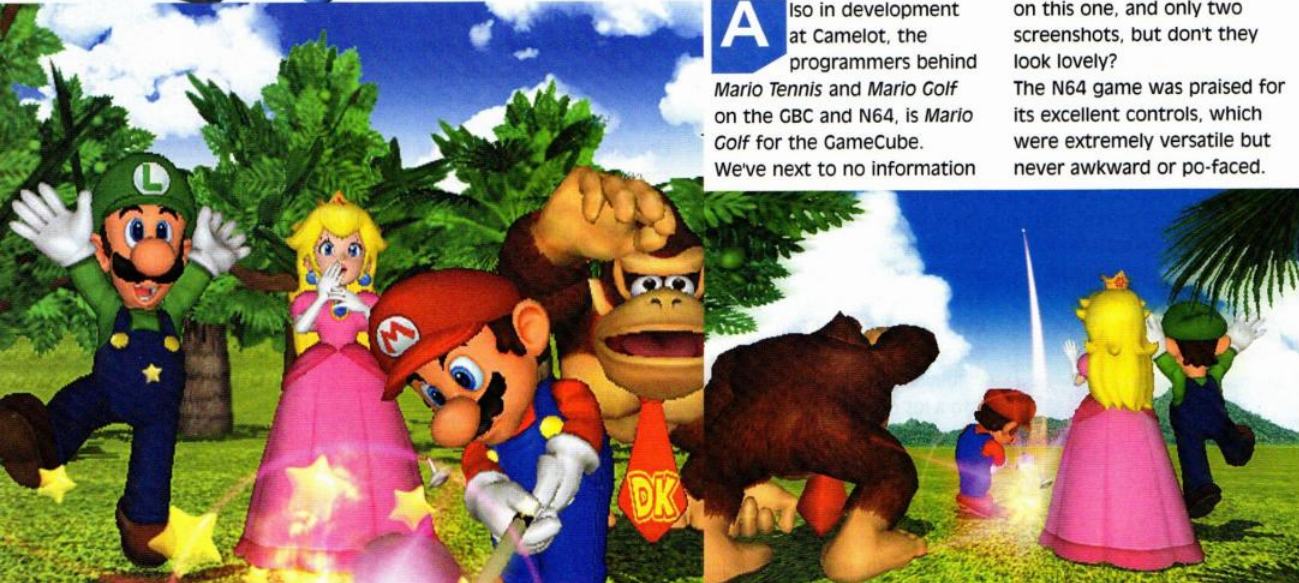
Also in development at Camelot, the programmers behind *Mario Tennis* and *Mario Golf* on the GBC and N64, is *Mario Golf* for the GameCube. We've next to no information

on this one, and only two screenshots, but don't they look lovely?

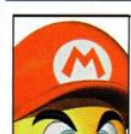
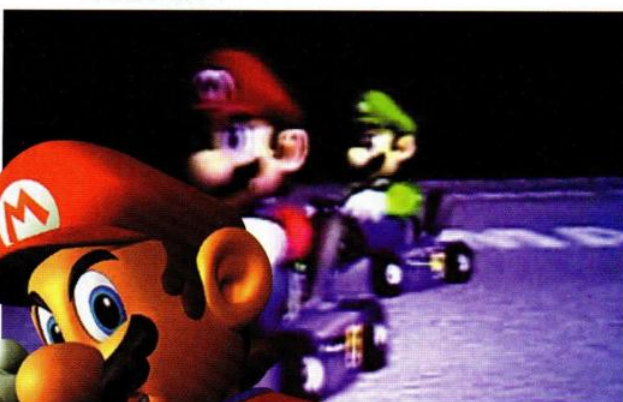
The N64 game was praised for its excellent controls, which were extremely versatile but never awkward or po-faced.

Hopefully, this trend will continue on the GC. Another feature we'd like to see carried over is the way characters could be ported from the N64 game to the Game Boy Color version and back again. With any luck, a *Mario Golf Advance* will appear and offer the same facility.

We've not much technical information on this one, but judging by the screenshots, special effects when the ball's hit abound. The shadows look very accurate too, suggesting real-time light-sourcing. We have our doubts about whether the screenshots offered here are in-game – the lack of head-up info such as the power bar or distance to the hole would suggest not, but maybe that's still to be added. Whatever the deal, the game certainly looks interesting...







# MARIO KART

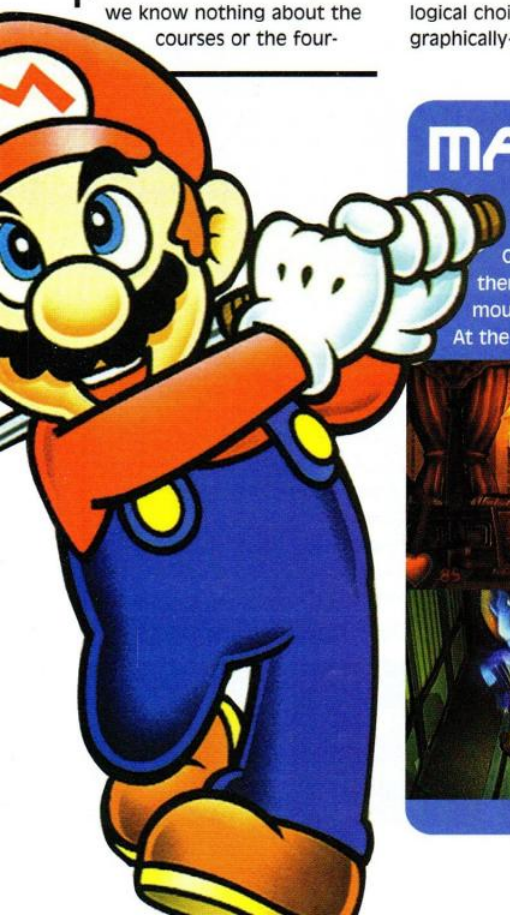
Well, it's been announced. We know it's coming (not that we hadn't guessed), but we know very little else about it. Not even the title. It's currently monikered 'Mario Kart for GameCube', but we can be sure it will get a better name before it's released. It might get a few more drivers too. Rumour has it Sonic the Hedgehog's taking to the wheel. We don't know much about the gameplay either - we've seen a seven-second video of Mario and Luigi driving over what looks like a car park painted with Hammerite, but we know nothing about the courses or the four-

player modes. We don't even know the release dates, but we've given it our best guess. One thing we do know, though, is the karts look extremely fluid, and Mario Kart GC looks set to be more than the N64 game after a visit to Moss Bros. Let's hope so... And beyond Mario Kart? We've no idea, but let's face it - you'd be a fool to bet against a version of Dr Mario appearing. Mario Paint would also be a logical choice, as unlike the graphically-undemanding Dr



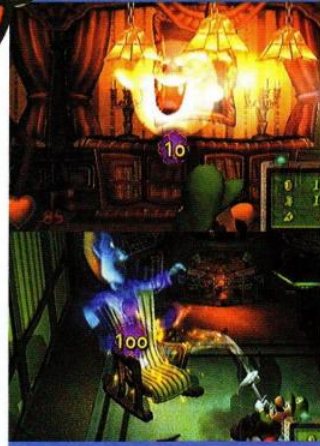
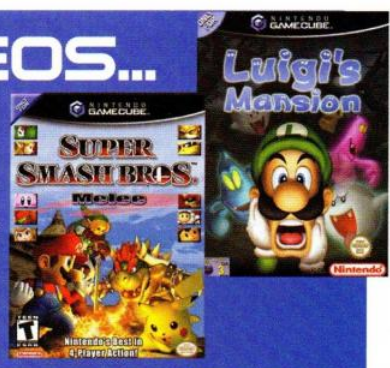
Mario, a paint package would benefit from the visual wellie offered by the GameCube. But what we really want, of course, is another Super Mario RPG. The SNES original was critically acclaimed in America and Japan, but

astonishingly was never given a UK release. Can you imagine what would happen if Squaresoft and Shigeru Miyamoto could team up once more and gave us a GameCube version? World domination would surely follow.  
**Ian Osborne**



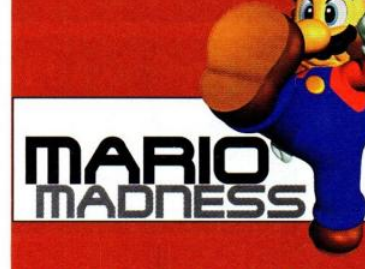
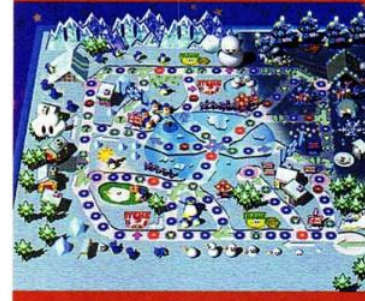
## MARIO'S CAMEOS...

If you must see Mazza's mush on your GameCube before Super Mario Sunshine arrives, there are two games that already feature the moustachioed maestro - but not in the starring role. At the end of Luigi's Mansion, Luigi finally finds Mario trapped in a washing machine (honest). He rescues him; Mario struggles free, and you've completed the game. Also, in Super Smash Bros: Melee, available in the UK from 24th May, Mario is one of the playable characters. Not truly a Mario game, but it's the first chance you'll get to play Mario in a GameCube title.



## MARIO PARTY 4 FURORE

According to Nintendo, Mario Party 4 will hit the Cube before the end of the year. We've no information on it yet, but Mario Party 3 on the N64 (pictured here) was made up of 70 mini-games, and really only fun in multiplayer mode. Expect something similar from Mario Party 4.



## MARIO MADNESS



# FUTURE SHOCKS!

A SNEAK PEEK AT FUTURE GAMECUBE RELEASES...

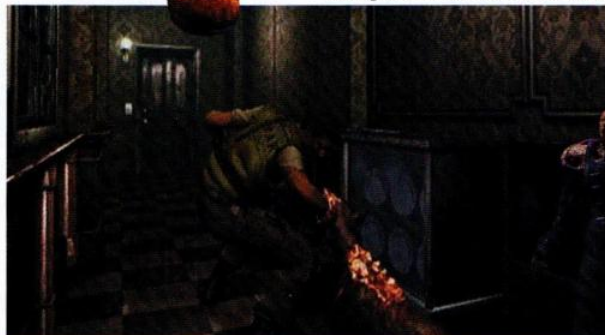
## RESIDENT EVIL

The original splatterpunk sensation gets a GC makeover...

| GAME INFO  |                 | ETA                                                                               |         |
|------------|-----------------|-----------------------------------------------------------------------------------|---------|
| PUBLISHER: | CAPCOM          |  | SEPT    |
| DEVELOPER: | CAPCOM          |  | OUT NOW |
| GENRE:     | SURVIVAL HORROR |  | OUT NOW |



One are the days when Nintendo shied away from gory games. The *Resident Evil* saga is coming to the GameCube with a series of exclusive titles and enhanced remakes of existing adventures. The series debuts on the Cube with *Resident Evil*, a remake of the very first *Resi* game. Naturally, the GC version gets a graphical makeover, but what else is new? Sadly, not a lot from what we can gather. The game is set in the same creepy mansion as before, you still get to play as STARS agents Jill Valentine and Chris Redfield and the undead victims of the T virus are still as revolting. Or maybe even more so – one thing about this 'new' *Resi* game that has changed is the graphics. As well as the obvious increased polygon count and more detailed textures, there's new motion-captured animation on humans (dead or otherwise) and monsters, making them even more lifelike and creepy. The backgrounds are also animated,



### Techno Twaddle

This remake of the old PSX offering boasts massively enhanced graphics with higher polygon counts on the monsters and characters, real-time shadows, full-blown reflections and lighting effects and animated backgrounds that interact with the player's movements.

PLAYED IT!



and there's greater interaction between the scenery and the player too. Look out for windows and puddles that reflect what's going on in the room, for example. Best of all, when you blast a zombie or he sinks his teeth into your shoulder, droplets of blood splatter in all directions. Not a game for the weak-hearted, then. And the gameplay? Well, we'd be lying if we said it was completely new or radically changed. A few monsters will be repositioned to re-inject the sense of foreboding that would be lost by gamers who've played the original version of *Resi*. The hellish hound that leapt at you in a dark corridor might now be found in a previously-empty cupboard, for example. Power-ups and ammo might also be moved. Is this enough to justify buying it again if you've played it already? You decide, but if you're not up for it, there's several brand-new and GC-exclusive *Resi* games in the pipeline too...



### Exclusive Deal

It was a real coup for Nintendo to secure a brace of future *Resident Evil* games as exclusives for the GameCube. Other GC *Resi* games in the pipeline include:

*Resident Evil 2* ..... Spring 2003  
*Resident Evil Nemesis* ..... Spring 2003  
*Resident Evil Code Veronica* ..... Late 2003  
*Resident Evil 0* ..... Early 2003  
*Resident Evil 4* ..... Late 2003

*Resi 0* and *4* are completely new titles, while the others are remakes of earlier *Resident Evil* offerings like those shown here.







**UPDATE!**

# TUROK EVOLUTION

The Indian dinosaur-hunter returns to his roots...

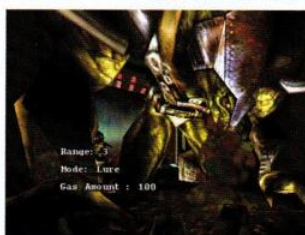
| GAME INFO  |                        | ETA      |
|------------|------------------------|----------|
| PUBLISHER: | ACCLAIM ENTERTAINMENT  | LATE AUG |
| DEVELOPER: | ACCLAIM STUDIOS AUSTIN | TBA      |
| GENRE:     | ACTION AND ADVENTURE   | 12th AUG |

**N**umbering sequels seems remarkably unfashionable these days. This should be *Turok 5*, but instead they've gone for the *Evolution* moniker, presumably to stop it looking unoriginal. Ho hum... *Turok Evolution* takes the series back to its prehistoric roots, with Turok again in the Lost Lands. His weapons are all-new, though – look out for Gravity Disruptor Beams, Swarm Bores and Variable Payload Cruise Missiles. And no doubt a fly-swat for dealing with creepy-crawlies too. To get you from A to B, there's a friendly pterodactyl and several rideable dinosaurs. To enhance the gameplay still further, there's the near-inevitable stealth combat, where you sneak around avoiding things rather than blowing their brains out, and (wait for it) a sniper weapon designed to take out foes from afar. There's also an underwater section, where you fight a sea monster of some

description. And the plot? It's an origin story, explaining at last how Turok and his nemesis Captain Tobias Bruckner came to trade blows in a prehistoric world. Tal'Set (who is to become Turok) is dukeing it out with his nemesis in 1886 Texas when a rift between the real world and the Lost Lands opens, sucking them both in. The wounded Tal'Set takes refuge with the natives of the River Village, who are fighting a battle of their own, against the monstrous hordes of Lord Tyrannus.

## Techno Twaddle

Turok uses Acclaim's Squad Dynamics System to create its enemy and friendly-character AI. Its advanced 3D engine allows for much bigger levels and far more detail than in previous Turok games.



Somewhat inevitably, Bruckner and Tyrannus join forces... *Turok Evolution* is coming to the GBA as well as the GameCube, but whether the game takes advantage of the link option is unknown. ☹

## VEXX

More 3D adventuring in a magical, mystical world...

| GAME INFO  |                        |
|------------|------------------------|
| PUBLISHER: | ACCLAIM ENTERTAINMENT  |
| DEVELOPER: | ACCLAIM STUDIOS AUSTIN |
| GENRE:     | ACTION AND ADVENTURE   |
| ETA        |                        |
| UK         | OCT                    |
| USA        | TBA                    |
| USA        | OCT                    |



**P**eaceful lands, poor-but-honest natives, evil invaders, murdered innocent, child escapes, plots revenge with magical weapon. Sound familiar? It's *Conan the Barbarian* in a nutshell, innit? Well, maybe not – Acclaim's *Vexx* is in no way based on the L Sprague De Camp novel, nor the Arnold Schwarzenegger film. It just has a very similar plot... *Vexx* features hidden multiplayer party games unlocked as players progress through the 18-level single player world. The graphics are very organic, with realistic light chading and clothing, hair and trees that 'respond to the environments' (we think they mean 'blow in the wind'). We've no idea how this one plays yet, but it looks gorgeous. We'll bring you an update as soon as we've more information. ☹

**FIRST LOOK!**





# FUTURE SHOCKS!

## DUKE NUKEM FOREVER

All hail to the King, baby...



| GAME INFO  |                      | ETA |
|------------|----------------------|-----|
| PUBLISHER: | TAKE 2 INTERACTIVE   | TBA |
| DEVELOPER: | 3D REALMS            | TBA |
| GENRE:     | FIRST-PERSON SHOOTER | TBA |

This one's been delayed more times than a Virgin train, and developer 3D Realms promise it will be out 'when it's ready'. From the early screens, though, it looks like it could be worth waiting for. The Duke must save Las Vegas from an evil cyborg intent on turning the population into flesh-eating zombies (as opposed to money-grabbing casino owners and hotel staff). He can use a range of vehicles

in his quest, including a Hummer, a motorbike, a jet fighter, a donkey and a jet ski. Now Nintendo is easing off on restrictions placed on developers, we can expect buckets of blood as the Duke lays into the alien scum, but whether we get the bad language offered by most Nukem offerings on the PC remains to be seen (or rather heard). And surely the strippers will be removed? Let's wait and see... ☺



FIRST LOOK!



FIRST LOOK!

## LEGEND OF ZELDA GC

What on Earth have they done to Link and his world?

| GAME INFO  |                      | ETA       |
|------------|----------------------|-----------|
| PUBLISHER: | NINTENDO             | TBA       |
| DEVELOPER: | NINTENDO             | LATE 2002 |
| GENRE:     | ACTION AND ADVENTURE | TBA       |

Now here's a surprise – or maybe 'shock' is more appropriate.

When *Legend of Zelda GC* (full title to be confirmed) was demoed at the Spaceworld show in Japan two years ago, it boasted lush rendered graphics, much like its N64 counterparts. This look has now been abandoned in favour of cartoon-like 3D graphics. When the lid was lifted on the

new design last Summer, it caused a ripple of response throughout the Nintendo massive. And not all reactions were positive either. So why did the big 'N' opt for such an approach, and will it make the game better? Judging by what we've seen so far, they've certainly made a great job of the new look. Objects cast real-time shadows, the lighting is

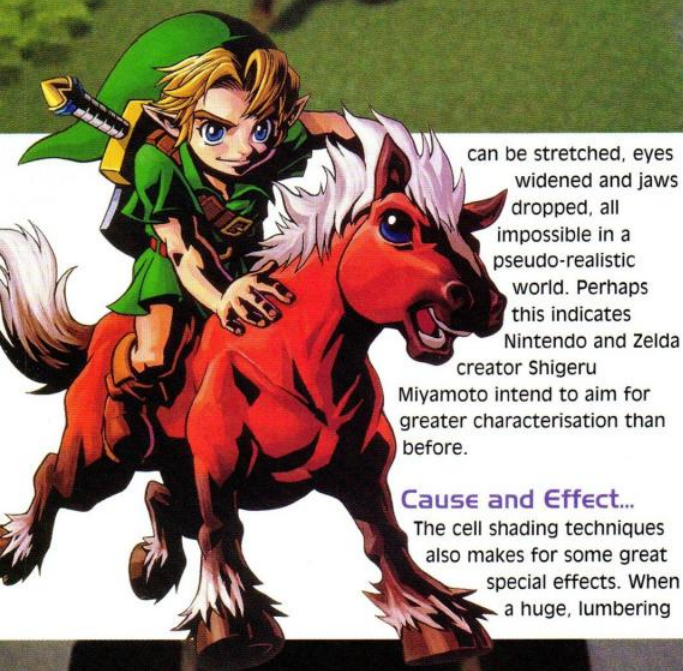


### Techno Twaddle

Zelda GC uses cel shading, a cartoon-like graphical technique which allows better facial expressions and characterisations. It is also expected to use Nintendo's own Z-Trigger battle system, which allows you to lock onto your foes with minimum frustration.

excellent and the collision detection looks perfect. The graphics allow a greater degree of flexibility than renders, especially in terms of facial expressions, which can offer the more exaggerated styles of TV cartoons. Limbs





monster strides across the screen, wisps of smoke bellow from his nostrils. We can't wait to see what else is done in this respect.

can be stretched, eyes widened and jaws dropped, all impossible in a pseudo-realistic world. Perhaps this indicates Nintendo and Zelda creator Shigeru Miyamoto intend to aim for greater characterisation than before.

#### Cause and Effect...

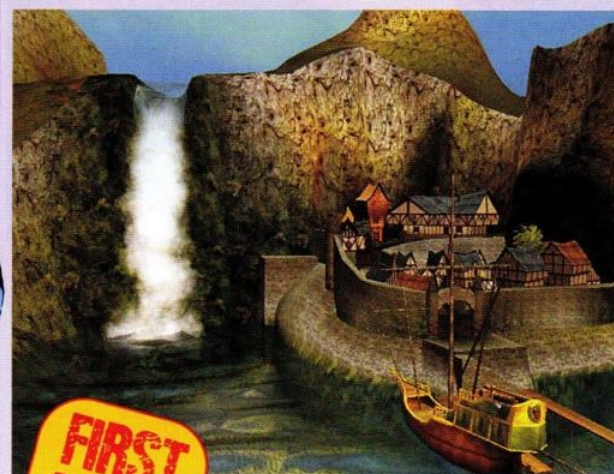
The cell shading techniques also makes for some great special effects. When a huge, lumbering

Perhaps the biggest advantage offered by the cartoon approach is the ability to incorporate a smattering of humour into the proceedings. When *Link* is chased by a horde of hapless hogs, he leaps into the air and grabs a chandelier. The pursuing pigs overshoot and run straight into a pit. Pure Tom and Jerry! New combat moves include the chance to dive between your foe's legs and attack from behind, and at one point in the demo, *Link* attacks a baddie's foot, sending him hopping around the room in pain. Again, pure Tom and Jerry. Whatever you think of the new look, there's no denying it's original. Nintendo should at least be commended for its bravery. ☺



## GALLEON: ISLANDS OF MYSTERY

Can it topple Tomb Raider?



FIRST LOOK!

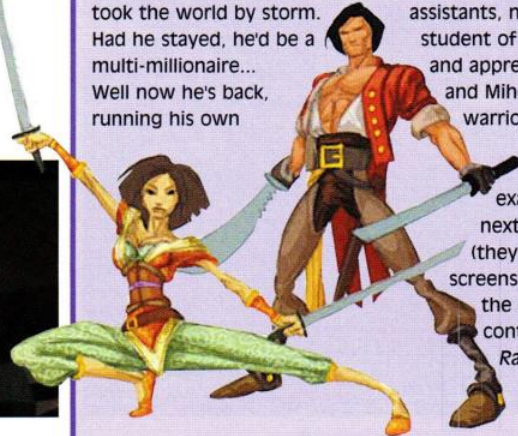


| GAME INFO  |                      | ETA |     |
|------------|----------------------|-----|-----|
| PUBLISHER: | INTERPLAY            |     | TBA |
| DEVELOPER: | CONFOUNDING FACTOR   |     | TBA |
| GENRE:     | ACTION AND ADVENTURE |     | TBA |

**T**oby Gard must be the unluckiest man in videogames. Having created *Lara Croft* for Core Design, he left the company not long after the original *Tomb Raider* was released, and before *Ms Croft* took the world by storm. Had he stayed, he'd be a multi-millionaire... Well now he's back, running his own

company and creating a new gaming icon. Rhama Sabrier is the fearless captain of the galleon *Endeavour*. He has an incredible range of moves, including back-flipping off a ledge and landing on a penny. He can also call on two female assistants, namely Faith, a student of the healing arts and apprentice magician, and Mihoko, a mighty warrior.

To be honest, the screenshots don't exactly ooze amazing next-gen graphics (they look more like PSX screens), but we're told the animation and controls puts *Tomb Raider* to shame. ☺







## GODZILLA: DESTROY ALL MONSTERS MELEE

He's escaped from Monster Island once more...

| GAME INFO  |                   | ETA    |
|------------|-------------------|--------|
| PUBLISHER: | INFOGRAMES        | AUTUMN |
| DEVELOPER: | PIPEWORKS STUDIOS | TBA    |
| GENRE:     | BEAT-'EM-UP       | AUTUMN |

The lip synch is terrible and the plots near-identical, but let's face it – you can't help enjoying those old Japanese monster movies featuring Godzilla and chums. Monster Island's own loveable lizard is now coming to the GC, and he's brought more than 14 of his mates with him...

*Godzilla: Destroy All Monsters Melee* is a larger-than-life fight game spread across ten real-world and fantasy locations. Punch, stomp, throw and blast moves are catered for, as are

combo attacks. Most beat-'em-ups featuring monsters as characters are novelties rather than serious battlers. We'll let you know how this one's shaping up closer to its Autumn release date.



FIRST LOOK!



## DONKEY KONG RACING

Nintendo's marvellous monkey takes to the wheel once more...

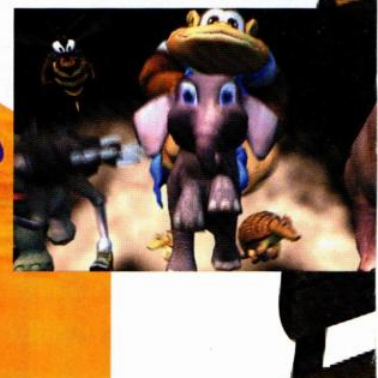
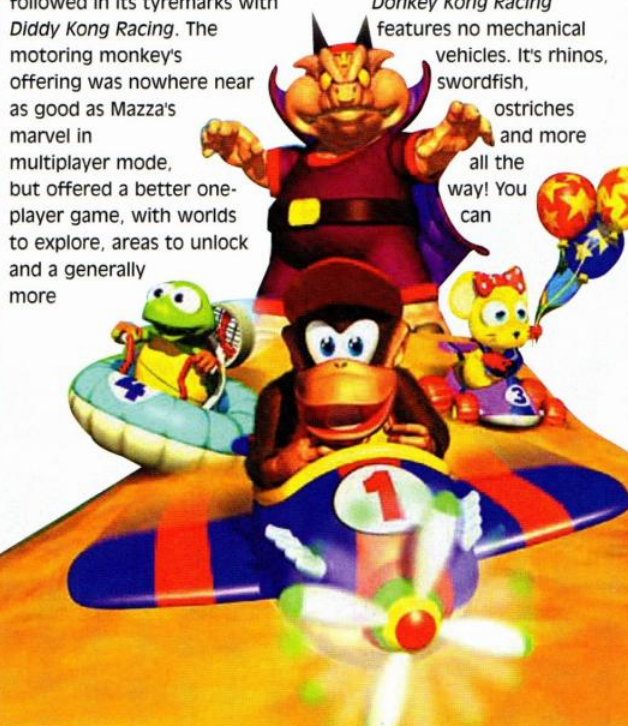
| GAME INFO  |          | ETA       |
|------------|----------|-----------|
| PUBLISHER: | NINTENDO | TBA       |
| DEVELOPER: | RARE     | TBA       |
| GENRE:     | DRIVING  | LATE 2002 |

It's déjà vu all over again. Back in the days of the N64, Mario Kart 64 took the gaming world by storm (let's not re-open the debate over whether the SNES game was better), then Rare followed in its tyretracks with *Diddy Kong Racing*. The motoring monkey's offering was nowhere near as good as Mazza's marvel in multiplayer mode, but offered a better one-player game, with worlds to explore, areas to unlock and a generally more

sophisticated challenge. Now history might just repeat itself on the Cube, with Mario Kart GC already on the first bend and *Donkey Kong Racing* taking the starting grid...

Unlike Diddy's dandy driver, *Donkey Kong Racing* features no mechanical vehicles. It's rhinos, swordfish, ostriches and more all the way! You can

even fly a wasp. Make sure you look after your steeds – feed them fruit collected during races (presumably like Mario Kart's coins) and train them well and they grow into thoroughbreds. Sounds interesting, especially if the resource management element is developed. You need several steeds to cope with environments ranging from forests, deserts, underwater realms and sky courses, but how many creatures should you put in your stable? Too few and you might not have a suitable creature for the next track, too many and your food supplies are spread too thinly, leaving the racers hungry and slow.







### Visual Delights

From footage we've seen of the game, it looks absolutely breathtaking. Unfortunately, it was all taken from the intro sequence, and none of it from the races itself. Ditto these screenshots – they're great, but not in-game. So what does Rare promise regarding the in-game graphics? Well, we know

Rare is attempting seamless tracks with routes decided more by what you're riding than formal barriers. Great attention has been paid to the lighting effects, with sunlight dimming and brightening in real-time according to the clown cover and trees swaying in the wind. We've yet to learn what effects will be included, but as soon as we know, so will you. And that's about all at this stage. The game's expected to be finished by the end of the year, though our guess is an Easter 2003 release for Europe. More news as it's made... ☺

### Techno Twaddle

DKR boasts fully orchestral theme tunes in Dolby Surround, plus colossal environments existing in real-time and exhibiting real-world phenomena such as swaying trees, fading sunlight, creeping shadows and so on.

## TOP GUN: COMBAT ZONES

Blast the foes then buzz the control tower...

| GAME INFO  |                     | ETA |        |
|------------|---------------------|-----|--------|
| PUBLISHER: | TITUS SOFTWARE      |     | JUNE   |
| DEVELOPER: | DIGITAL INTEGRATION |     | TBA    |
| GENRE:     | FIGHT SIM           |     | SUMMER |



**FIRST LOOK!**

We haven't long to wait for this one, but do we care? On the PS2 it sank like a stone until they dropped the price to £15, and its reviews weren't exactly glowing either. So why bring it to the GC? Well, developers Digital Integration (a legend in flight sim circles) listened to the criticisms of the PlayStation game and revamped it for the Cube... Judging by the screenshots, the graphics are pretty cool. They've certainly been enhanced since the PS2 version, as have the campaigns and game structure. There's 34 missions in all, and you can play as Maverick, Jester, Viper or Ice Man from the film. It's unlockable planes and levels give it excellent replay value too. But will it crash and burn? We'll find out next month... ☺





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ONE UP TO  
YOUR EAR,  
YOU CAN HEAR  
YOUR STOMACH  
GROWL.



**What's Your Favourite Flavour?**

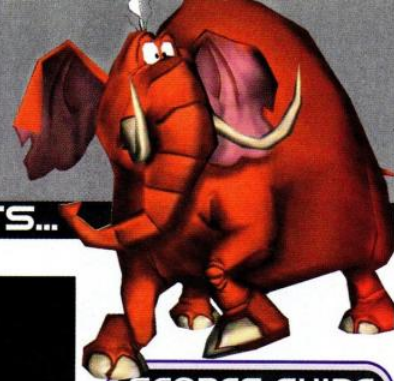
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[www.whatsyourfavouriteflavour.co.uk](http://www.whatsyourfavouriteflavour.co.uk)



# REVIEWS

WE REVIEW AND RATE THE LATEST GAMECUBE GIANTS...



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△ Nintendo's heavy hitter slams onto Page 42...



## 50 PIKMIN

△ It's a little short, but still a blockbuster. Find out why on Page 50...



## 52 TONY HAWK'S PRO SKATER 3

△ There's life in the series yet! Find out why this is the best Hawk game to date on Page 52...

### SCORES GUIDE

## 90+%

A top-class game that sets the standards for the genre.

## 80+%

Fine fun to play, but falls short of all-time classic status.

## 70+%

Still fun to play, but significant flaws are creeping in.

## 60+%

An average game with little to commend or condemn it.

## 50+%

Do its flaws outweigh its strengths? The jury's still out...

## 40+%

OK for an hour or two, but not if you've something better to do.

## 30+%

Very little fun at all, and not even worth renting.

## 20+%

After ten minutes, you want to switch it off.

## 10+%

At this level or below, the game is damned-near unplayable.

### GC EXCLUSIVE!

Games which only appear on the GameCube, and no other console, computer or arcade machine, are stamped 'GameCube Exclusive'. Just so you know...

### G-FORCE RECOMMENDS

Only the best games get the G-Force Recommends award! To carry away this illustrious prize, they have to score over 90%, and we don't give scores like that lightly...

# REVIEWS

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**GC EXCLUSIVE!**

▽ Be brave, Luigi - it's only a ghost...



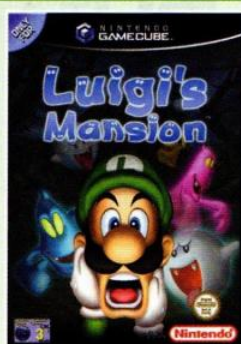
If you hit a dead end, make sure you check all the walls – walk up to them and press the A button, and Luigi may uncover something useful

**FIRST TIP**

## So Where's Mario?



Whilst Luigi is constantly on a quest to find Mario, make no mistake - this is not a Mario game in the traditional sense. He's on his way though, with appearances due in Mario Kart GC, Super Smash Bros Melee and the one we're all waiting for, Mario Sunshine. Here's some pictures of them both...



DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2000  
PUBLISHER: .....NINTENDO  
DEVELOPER: .....NINTENDO  
TYPE: .....ARCADE ADVENTURE  
NO OF PLAYERS: .....1  
MEMORY CARD: .....3 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....WWW.LUIGIS-MANSION.COM  
FILE ALONGSIDE: SPIDER-MAN: THE MOVIE, SUPER SMASH BROS MELEE

# LUIGI'S MANSION

It's launch time for a new Nintendo console, so it must be time for a Mario game. Er, not quite. But as Simon discovers, Luigi's Mansion is the closest you're going to get for now.

**L**et's cut to the chase. *Luigi's Mansion* is the closest you're going to get to a Mario game on the GameCube for a while. For whilst in the past Nintendo has made sure its key icon is on hand to lend his weight to the push of a new console, here they've let his sidekick out of the shadows to take centre stage for the very first time. And it doesn't take long to realise that, despite the similar graphical styles and character crossover, this is a different kettle of fish to your standard Mario fare. The plot effectively puts Luigi in the role



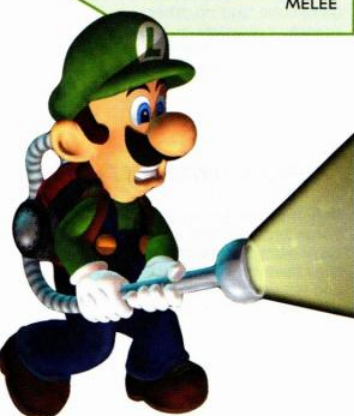
all the time. However, Luigi is more courageous/adventurous/ stupid than that, and believing Mario is inside the house, he slips inside the front door and voila, a GameCube launch game is born.

**"Luigi's Mansion is the closest you're going to get to a Mario game on the GameCube for a while"**

of a ghostbuster, as following a letter from Mario, he toddles off to a mansion he mistakenly believes he's won. Sadly, the dream quickly falls apart (in the usual cut scene kind of way) as he's met by a wacky-looking little scientist who reveals that the mansion has only recently appeared, and has more than its fair share of supernatural presences. Crikey! Any sensible person at this stage of course would run to the hills and never darken the area again. It happens in Birmingham

### The Game

The first thing the average Mario fan has to deal with is quickly evident – the game's speed. *Luigi's Mansion* is an adventure-come-exploration game, with puzzles to solve, places to explore and a strange plumber to find. In that sense, it's about as far removed from the traditional Mario platformer as you can get, which isn't necessarily a bad thing even though it's possible to get a little misled by the box.







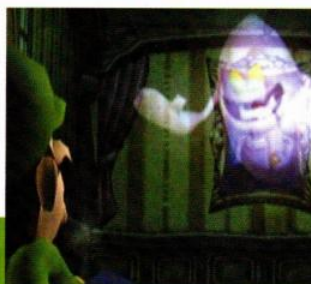
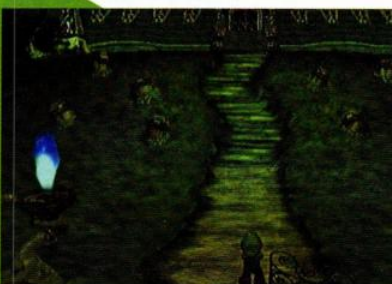
## The Polterghust

You start your mission with a flashlight and a modified vacuum cleaner known as the Polterghust 3000. Both are the gifts of one Professor Gadd, a bit of a fruitcake of a chap, but well meaning. The Polterghust is for the most part your key weapon in the game, and you need to spend time learning to use it – as much of the game involves the capture of ghosts that are roaming the mansion, use the early levels to get to grips with your armoury. You'll be thankful later.

You absolutely have to learn to master the controls, especially when you're going ghost-hunting for much of the game. Trust us on this one.

### FIRST TIP

▽ Suck up the ghosts with your customised vacuum cleaner (honest!)



### "Luigi's still quite a way from knocking Mario off his perch"

For starters, the controls are slightly more sophisticated than a Mario title, and provide a good starting point for those familiarising themselves with the GC controller for the first time. Whilst one analogue stick moves Luigi around, another controls the direction of his vacuum or torch (did we mention the place was all dark and spooky?), and it's a bit of an education to get used to this



control system. Every button on the controller is used in this game. Once you've got to grips with it, though, it gives you a lot of flexibility. For instance, you can walk around a room with one stick, whilst sucking up ghosts in your special vacuum as if it was second nature with the other. Mind you, to catch a ghost in the first place you have to locate it with your flashlight to stun it a little before moving in with your shake 'n' vac action. Even then, you need to make sure the ghost is exposed to it for long enough, or it may take the chance to make its escape. Don't think Luigi's suction skills are just limited to ghostbusting, though – he can use the vacuum to suck up the likes of gold coins which have carelessly been left around the house. Of course, it's not all ghost-hunting. There's a sibling to rescue, meaning there's a decent amount of brainwork to be undertaken too. In all, it's quite an easy game to get addicted too as well, thanks to the endearing characters and a gentle, albeit quite slow, learning curve. It's hard at any



## Shoot a Gust

Golden rule of next-generation gaming – the shoulder buttons must be given something to do. In this case, a slight tap on the left shoulder button releases a stream of elements, with the gust all-the-more powerful if you smack the button straight down. Suffice to say this comes in useful as you progress through the game, so just remember to send us a card when it gets you out of a tight spot. Using the right shoulder button, you can suck things up your vacuum too. Knew you'd be impressed.



Keep Talking! Several characters have been placed within the game to help you in your quest, and you get to the end of the game a lot quicker if you listen to what they have to say.

## FIRST TIP



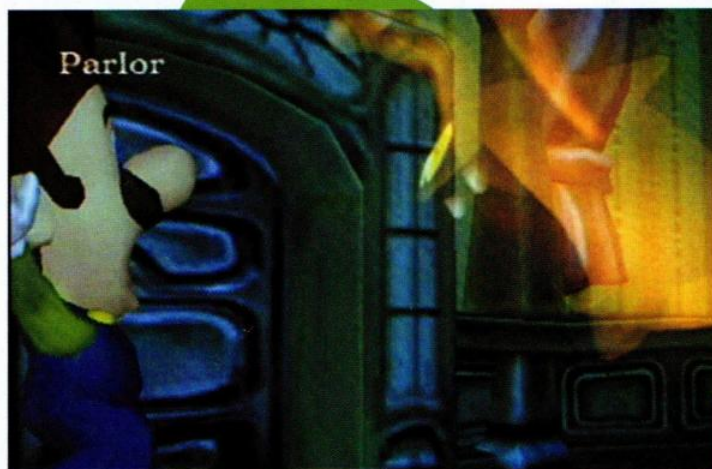
point in the game to feel out of your depth, although the counter to this is hardcore gamers are unlikely to feel particularly stretched. Don't get us wrong – it's not a game you'll complete on your first sitting by any means, but likewise, we do look forward to some tougher, more taxing challenges on the GameCube in the months and years to come. Nonetheless, it's good grounding for those moving into the adventure genre for the first time.

## It's Got The Looks

Graphically, *Luigi's Mansion* is every bit a launch title, dripping with detail and allowing the power of the Cube to evoke the nooks and crannies of the haunted house with style. Interspersed with

numerous cut scenes to help progress the plot, the visuals are excellent, and the range of expressions and gesticulations on Luigi himself is highly impressive. He happily bangs walls, rocks drawers and peeks at anything in the hope of finding a clue, which is a good job, as the game sometimes requires you to explore virtually every nook and cranny of a room to find the clue to help you move on. It can be a little unforgiving at times precisely for this reason, as you look in sheer frustration for the less obvious breaks you need to pursue your adventure.

But then there are the clear advantages to the game. It's packed with detail, has a wide variety of characters to talk to, and has a definite, unmistakable charm which enhances its already impressive ability to keep you hooked. At heart it's quite linear at times, often coming down to entering a room, getting rid of the ghosts, doing what you have to do and then moving on, but it's to the credit of the accomplished development team that it still manages to



## Girly Wuss

Whereas Mario showed little fear as he rescued the princess time and time again, Luigi is, frankly, not in the same league. His face constantly shows fear, and contrary to the popular image of the gaming superhero, he never looks like he wants to be there at any point. It's to the credit of the hardware that his facial expressions are quite so vivid, and certainly they raise the odd chuckle from time to time too.

△ He's so scared even his moustache stands on end.

## Money Money Money

One of the problems with inheriting a mansion is that it's invariably in need of a lick of paint or two. These things don't come cheap, of course, so for Luigi to be able to undertake the necessary repairs, you need to look for money too. Of course, don't let such a mercenary task distract you from the search for Mario. We wouldn't put money before a friend. Honest! [Your cheque's in the post: Ed]



feel like an adventure worth pursuing. It's not what we'd have liked from an initial Marioesque game on the GameCube, and it's certainly not going to appeal those who like their games to move reasonably quickly with fairly immediate rewards. But for the gamer willing to take their time, there's more on offer here, even if we can't help ultimately wishing for something that little bit deeper and that little bit more challenging.

A good effort all in all, but Luigi's still quite a way from knocking Mario off his perch.

Simon Brew

## UPPERS

- Great graphics.
- Good learning curve.
- Enjoyable to play.

## DOWNERS

- Not too tricky.
- Bit repetitive.
- Quite slow.

## VERDICT

It's certainly entertaining and a nice digression from the Mario franchise. However, slow pacing and occasionally tedious gameplay spoil this otherwise very good adventure.

# 75%



There are several environments for you to battle across, and again, these demonstrate the game's visual flair. >

## FIRST TIP

Want to get more life out of the game? Simple – play it in multiplayer, and treat yourself to a fun evening in battering your mates!



# CEL DAMAGE

An unusual-looking driving combat game that ultimately shields a far more familiar story. Simon uncovers why.

No beating about the bush here. If style was everything, *Cel Damage* would be a candidate for a much higher score. Revolving around a hit TV show based on a cartoon demolition derby, the game boasts a cast of various competitive characters and a distinctive graphical look that shows the versatility you can get out of a GameCube. Sadly, whilst the icing is great, the cake underneath isn't that tasty. *Cel Damage* is, effectively, a sub-standard vehicle-based battle in disguise. It's a good disguise, to be fair, but the crux of the game involves driving around and smacking seven shades out of the other cars before they do it to you. It's a simple concept, enhanced by the cartoon setting which allows for some imaginative methods of destruction.

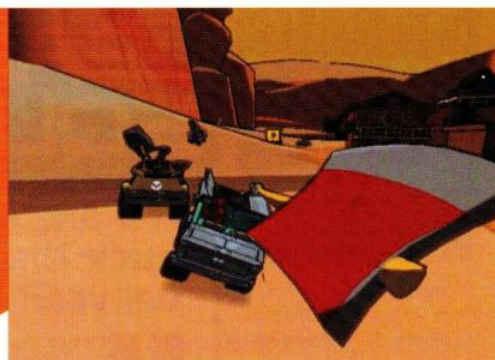
Furthermore, there are several ways you can play the game, which help prolong its Cube-life, although these have to be unlocked by winning earlier levels. For instance, whilst at first the aim is to simply destroy the opposition, there are also varieties of the game that rely more on speed, or the Capture the Flag Mode which mixes both speed and brawn.

## Soft Cel?

Naturally enough, playing with friends brings out the real fun (and four can connect up at once), as the single-player game quickly gets quite repetitive and tepid. The reason? Quite simply, there's nothing in the

## Get The Power

It's not going to surprise you greatly when we reveal each level is laden with power-ups that can help in your obliteration of the opposition. These are picked up simply by driving through them, and can add extra tools to your arsenal, such as a big boxing glove to sit on the front of your motor. Suffice to say, they're worth keeping an eye out for.



gameplay that hasn't been done on other formats a year or two ago. Whilst there's nothing fundamentally at fault in *Cel Damage* (for it is a professional, polished effort in its own right), it simply lacks ideas and innovations, a particular disappointment given the diversity and quality of most of the Cube's first few titles.

If you're undemanding in your games, or

rich enough to own everything, then there's certainly fun packed onto the *Cel Damage* disc. Sadly, for the majority of us, the fun is too slight to justify buying this over the likes of *WaveRace* or *Rogue Leader*. Ultimately it's a shelf-filler, which makes the GC software line up a little bigger. There's nothing here that's going to win gamers over in any quantity.

Simon Brew

*"The fun is too slight to justify buying this"*



## UPPERS

- A simple, fun driving game.
- Very stylised.
- Reasonably imaginative setting.

## DOWNERS

- Gameplay nothing original.
- Simple and short-lasting fun.
- Multiplayer is good fun.

## VERDICT

Not a bad idea for an evening's rental with a few friends round, but not the kind of game you'd warrant spending £40 on.

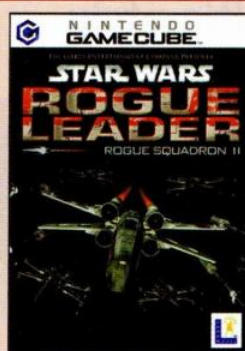
# 56%



## FIRST TIP

Pay attention to the radar and radio communications. Both give you early warnings of an impending enemy threat.

The action never slows even when the screen fills with ships. ▷



DAMAGE: .....£39.99  
ON SALE: ....3RD MAY 2002  
PUBLISHER: ....ACTIVISION  
DEVELOPER: ....LUCASARTS  
TYPE: .....SHOOT-'EM-UP  
NO OF PLAYERS: .....1  
MEMORY CARD: ...3 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
GAME WEBSITE: .....  
WWW.LUCASARTS.COM/PROD  
UCTS/ROGUELEADER/DEFAULT.HTM  
FILE NEXT TO: ....NOTHING  
.....SIMILAR YET.

# STAR WARS ROGUE LEADER: ROGUE SQUADRON 2

It's one of the GC's first big games, but will it buck the recent Star Wars trend and actually deliver? Simon finds out.

**I**t's not too many years ago that a Star Wars game was something to look forward to. Particularly on the PC, titles such as *Dark Forces*, *Jedi Knight* and *X-Wing vs Tie Fighter* were classic examples of how to marry a successful franchise to an excellent game. Yet around the time of the *Episode One* movie, it all started to go wrong. Gamers suffered a brace of crap Star Wars efforts, such as *Jedi Power Battles*, the *Episode One* tie-in and the irredeemable *Super Bombad Racing*. Fortunately, the GameCube seems to have been spared, for *Rogue Leader* is simply sublime entertainment, and one of the strongest members of the launch-day line-up. The follow-up to the N64 hit *Rogue Squadron*, this latest title puts you in the cockpit of craft such as the X-Wing, A-Wing and B-Wing, as you

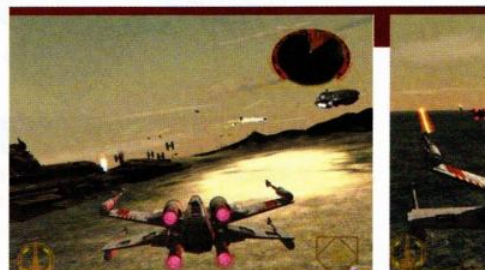
recreate some of the key scenes from some of the Star Wars movies. Want the Death Star attack in frenetic, lavish detail? You got it. Fancy taking on the AT-ATs as you fly over the ice planet of Hoth? You got it. And what about a quick trip to Cloud City to round



## Those Graphics

If there's one thing that really differentiates *Rogue Leader* from previous Nintendo Star Wars games, it's the fantastic quality of the graphics, and importantly, the speed at which they shift. When you're flying over the Death Star, for instance, how can you not get sucked in when defence guns are blasting away everywhere, the sky is full of blast after blast and then another wave of enemy fighters come in?

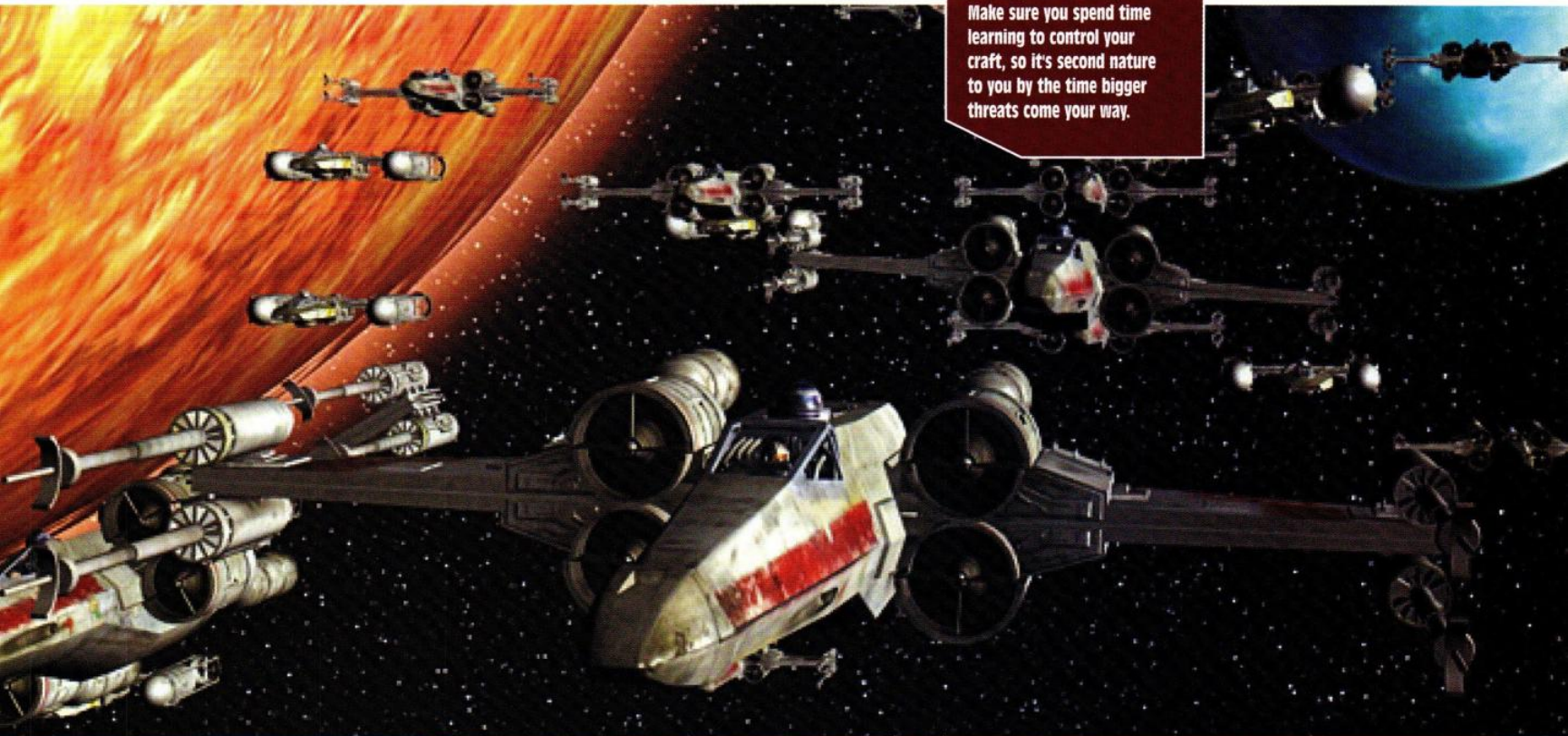
it all off? It's yours. It's refreshing that the developers have gone back to the roots of the classic Star Wars trilogy here. By picking out some of the more memorable moments from the original three films, they've not only made the game exciting



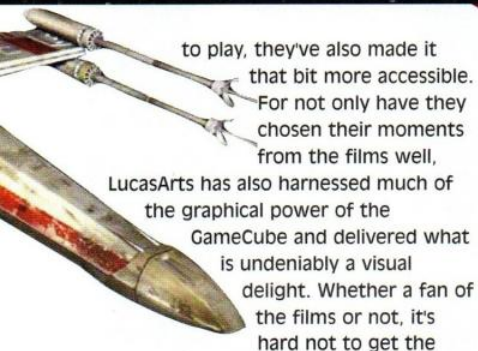


## FIRST TIP

As you progress through the game, the missions get tougher and tougher. Make sure you spend time learning to control your craft, so it's second nature to you by the time bigger threats come your way.



▽ Battle the Empire's forces on the ice world of Hoth..

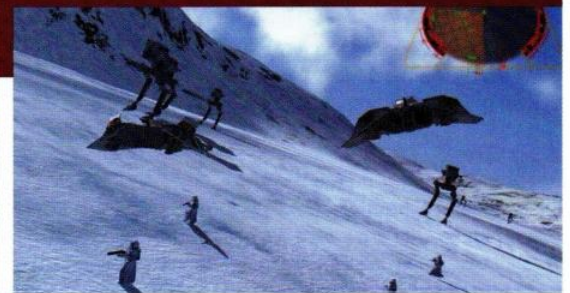
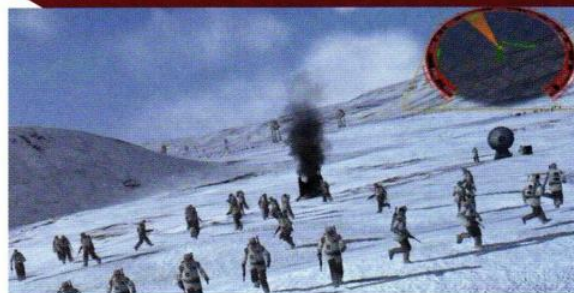


to play, they've also made it that bit more accessible. For not only have they chosen their moments from the films well, LucasArts has also harnessed much of the graphical power of the GameCube and delivered what is undeniably a visual delight. Whether a fan of the films or not, it's hard not to get the

adrenaline pumping as you fly over the surface of the original Death Star or between the legs of AT-ATs, simultaneously attempting to pilot your craft whilst having an awareness of where the next threat's coming from and attempting to take out the enemy. It's stuff to make your heart beat faster if you really get into it, that's for sure.

### Action Packed

However, whilst it's the graphics that initially grab your attention, what's more astonishing is the fact that the game underneath it is actually one of the finest *Star Wars* titles for some time. Firmly focused on action (and all the better for it), your craft takes a little getting used to,



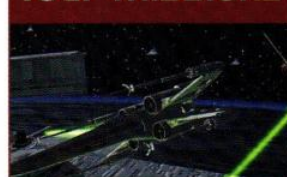
## "One of the finest *Star Wars* titles for some time"

but once you've done that, you're left to fly around taking out Dark Side vehicles and structures (handily locatable using the radar at the top of the screen) using a variety of attack methods. Given the number of things you need to be aware of as you zoom around, it's a real credit to the developers that you rarely feel swamped by it all. The controls are genuinely intuitive and well thought out, and it really does help to balance out the learning curve. It'd sound a bit odd if we said all this felt completely real, but it genuinely does. Fictional though the *Star*

*Wars* universe is, at the game's best you can't help but feel a part of it as you join your co-fighters in the ongoing battle against the Dark Side.

*Rogue Leader* isn't a game about one person up against everyone else – you're part of a team, and you have other craft that follow your lead. Okay, when it comes to the final attack on the Death Star (for instance) it all comes down to you, but you're part of a bigger resistance force and you're made to feel it. A word of credit too for the audio side of the game, which, if you turn the volume up nice and

## Your Missions



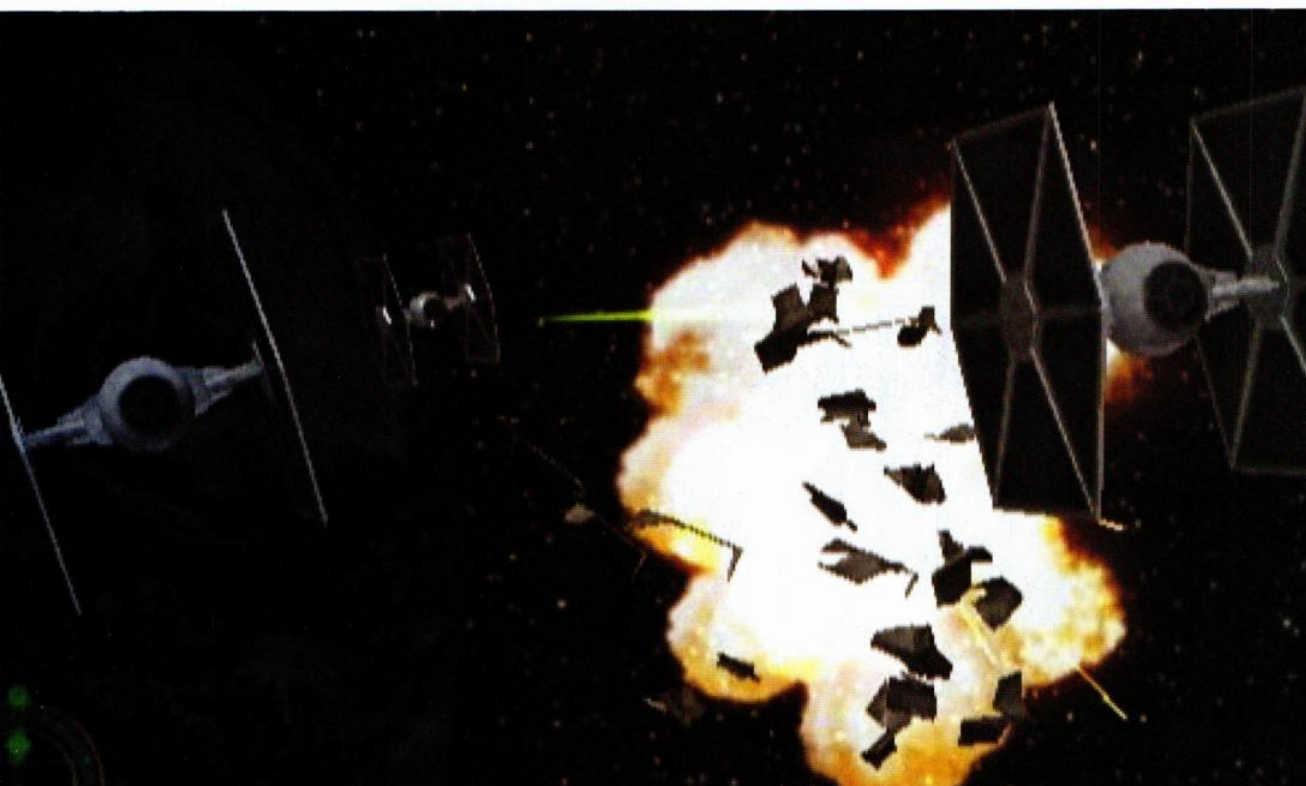
The game comes with 11 missions to complete, but as is becoming the way with games these days, these missions do have a tendency to develop once you're in the midst of them. Each mission subdivides into individual bits that have to be achieved, and once you've completed them, you can go back and try them all again with a different craft if you're so inclined.





## FIRST TIP

Try and aim for the highest level of medal you can. If you get enough, you can unlock some of the bonus ships.



△ You can almost hear the Star Wars theme...

loud, further enhances the effect (right down to the immortal 'Red Leader Standing By' soundbite).

### Any Good, Then?

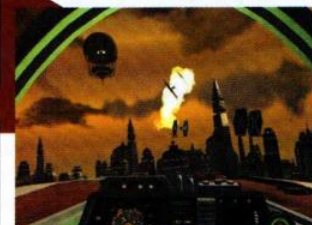
Whilst our thoughts on the game are overwhelmingly positive, there are a few minor niggles that are worth pointing out. True innovation in *Star Wars* games has been rare of late, and *Rogue Leader* is no exception. Whilst it's no bad thing that LucasArts strive to do what they're good at and to do it better, they've been doing variations on this kind of thing for a long time now, and whilst *Rogue Leader* hangs together better than most, anyone who's been loyally following the games for the past decade or so won't find anything



could either team up with your friends or try and kick their backsides. Perhaps that's something to think about for *Rogue Squadron 3*?

However, what can't be denied is that LucasArts has kicked off its GameCube portfolio in excellent style, with a frenetic,

Firesight over a futuristic city... △



## "Lucas arts kicked off it's GameCube portfolio in excellent style"

particularly daring here. Plus, at points during the game, it does get a little repetitive and that bit frustrating; the levels are all pretty-much a variation on the same theme, albeit with different locations. And whilst the variety of craft you can choose from adds interest, we do have questions over the long-term lifespan of the title. And, of course, we'd kill for a multiplayer version, where you

action-packed and joyfully playable game. The real bonus, of course, is that this is a first-generation GC *Star Wars* game, and already they've set other developers high standards in all departments. If this is what's available on Day One of the GameCube's life, then frankly, we're in for a treat, especially if LucasArts can now take the work it's done here, possibly take a few more risks and certainly add

multiplayer facilities. For whilst *Rogue Leader* isn't without its faults, it is a highly playable, utterly immersive excursion into the *Star Wars* universe. It deserves to be rewarded with your shekels.

Simon Brew

## Medals of Honour

Once you complete a mission, it's time to get your reward. Depending on just how much damage you've done to the opposition and how much time it's taken you to do it, you'll be awarded either a Gold, Silver or Bronze medal. It's a bit like the Olympics, only they don't tend to have big spaceships trying to shoot the squit out of you.

| ROGUE LEADERS |     |                                  |   |   |   |  |
|---------------|-----|----------------------------------|---|---|---|--|
| 1st           | JUE | TATOOINE TRAINING<br>Ensign      | 4 | 0 | 0 |  |
| 2nd           | HOL | TATOOINE TRAINING<br>Cadet       | 3 | 0 | 0 |  |
| 3rd           | IGN | VENGEANCE ON KOTHULIS<br>Trainee | 2 | 0 | 0 |  |
| 4th           | TOM | TATOOINE TRAINING<br>Trainee     | 2 | 0 | 0 |  |
| 5th           | SIR | TATOOINE TRAINING<br>Trainee     | 1 | 0 | 0 |  |
| BACK          |     |                                  |   |   |   |  |

### UPPERS

- Superb fun.
- Excellent graphics.
- Pure arcade heaven.

### DOWNERS

- Hardly groundbreakingly original.
- Occasionally repetitive.

### VERDICT

The Force is strong in this one. See? We saved our only *Star Wars* gag to the very end...

# 88%

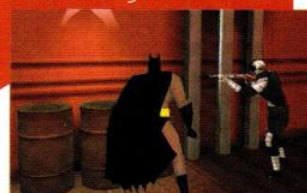




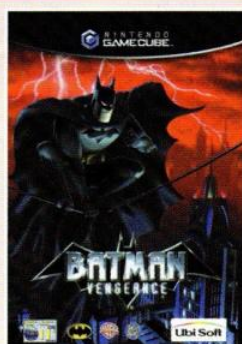
## FIRST TIP

Tap 'A' twice at the end of Batman's punch combo to string a nice double kick move onto the end.

▽ I'm being shot at by a Power Ranger!



△ That's one way to beat the rush-hour traffic.



DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....UBI SOFT  
DEVELOPER: .....UBI SOFT  
TYPE: .....ACTION ADVENTURE  
NO OF PLAYERS: .....1  
MEMORY CARD: .....2 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
.....WWW.UBI.COM  
FILE NEXT TO: .....NOTHING YET

# BATMAN VENGEANCE

The Dark Knight wings his way onto the GameCube in *Batman Vengeance*. Could this finally be a decent Batman game? Jamie finds out...

**W**hat do you get if you cross *Batman* with *Tomb Raider* and a GameCube? Why, *Batman Vengeance* of course! This is a 3D action adventure game, folks; a single-player platform beat-'em-up puzzle-fest. So how does it play? You control old Batface with the analogue stick, jumping from rooftop to rooftop, climbing ladders and the like. By the time you've saved the girl from the bomb and watched the nice cut-scene at the start of the game, you're already sucked in by the game's clever plotline. This is one of its biggest assets, as the gameplay is, contrary to its appearance, very linear between fights and puzzles. Batman has a variety of gadgets at his disposal to make things more interesting.

isn't very challenging, and soon leaves you feeling more like you're playing the control system than the game itself. This is a feeling that's not helped by shallow combat (punch, kick and the odd special move) and boring work-out-where-you've-got-to-go-next-type shenanigans. Luckily, there are some clever challenges scattered about, requiring some tip-toeing around, not to mention mastery of the wall creep. A handful of more cryptic

lever-flipping-type puzzles also feature, as well as Batmobile and Batplane sub-games. These are nothing to write home about, but the Batplane mode is worth a mention for being a fairly enjoyable Star Fox rip-off. Overall, *Batman Vengeance* is quite hard to rate.

The gameplay is nothing clever and is very linear, but is reasonably fun and does throw new things at you from time to time to keep you interested. This is a game that's not going to win any awards, but it does what it does well and is a decent enough title if you're after a 3D action adventure game.

**Jamie Wilks**

## Holy Cow Batman!

The plotline and voice acting in *Batman Vengeance* are exceptional and really help to keep you playing, whilst the moody in-game graphics and rendered cut scenes are superb. The atmospheric sound effects are great too, offered in full 5.1 Dolby Surround Sound for those of you who can take advantage of it.



▽ The Joker took remarks about his haircut VERY personally...



**"You're sucked in by the game's clever plotline"**

These are used by entering a first-person mode, where the C-stick controls where you look. Hitting the 'A' button activates your batgrapple, batarang, batscope or whatever other gadget you might have selected, allowing you to reach higher platforms, knock out enemies and so on.

## Holy Vehicles...

The game is reasonably fun to play, but

## UPPERS

- Engaging plot.
- Excellent presentation.
- Nice blend of game modes.

## DOWNERS

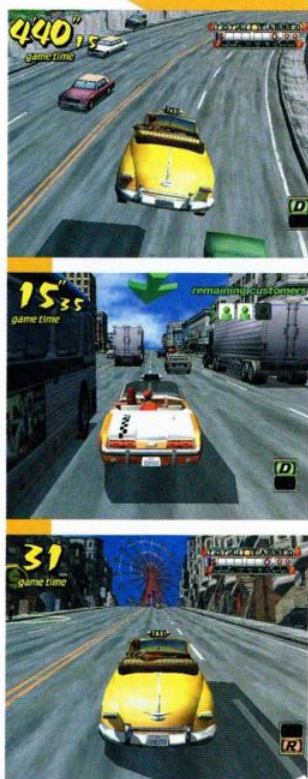
- Very linear.
- Unchallenging.
- Zero replay value.

## VERDICT

*Batman Vengeance* does well in some areas, whilst failing to impress in others. Fun to complete, but you might want to rent this rather than buy it.

**78%**





▽ What's this? Picking your customer's pocket as he leaves?



## FIRST TIP

Use the Crazy Box Mode to master all the Crazy Manoeuvres and you'll soon be an Arcade Mode rich bitch.

## Depeche Mode

Crazy Taxi has two main game modes; Arcade and Original. Here you can either work for a set amount of time (3, 5 or 10 minutes) or use the true arcade rules where your game time is boosted by each customer delivered. The only other difference between them is the city map you play on.



# CRAZY TAXI

Jamie isn't overly fond of cabbies, but he's never met one quite as insane as the four who grace Crazy Taxi...

**R**eviewing *Crazy Taxi* puts me in a bit of a sticky situation. 'Why?', you ask. Well, it really needs two reviews, one for the people who have never played *Crazy Taxi*, and one for those who have. I actually tried this, but unfortunately the Editor busted me for wasting time reviewing the same game twice, so now I've got to squash both of 'em in at once. Ho-hum. Well, it's a Sega game on a Nintendo console, which is odd, but I'm not going to bang on about it. *Crazy Taxi* has already been ported to the Dreamcast (if anyone noticed) and the PlayStation2 (cough), having originally been a sit-down arcade game, so Acclaim thought they'd go the whole hog and bring it to the GameCube too. This is nice, because it's a cracking game, but also a bit nasty when you consider the Dreamcast version came out waaaay back in '98.

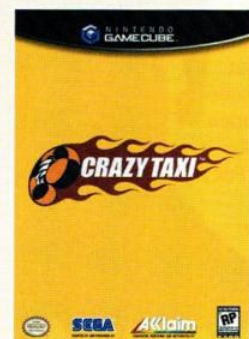
## Fare's Fair

I guess you've worked out by now that this game involves a taxi. A crazy one. The



object of the game, once you've picked your cabbie from the selection of four, is to drive around like a lunatic, picking up punters and driving them to their destination. The crazier the ride, the more money you make on the fare, presuming

you reach the punter's destination in time. You make the journey more crazy by pulling off stunts and generally causing as much mayhem as possible whilst not actually smashing into things. Well, not too often anyway...

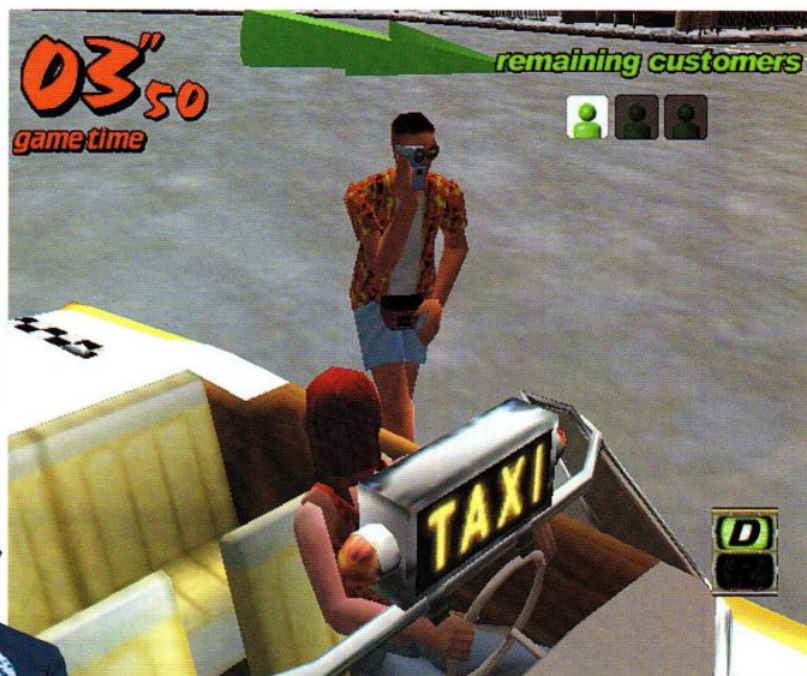
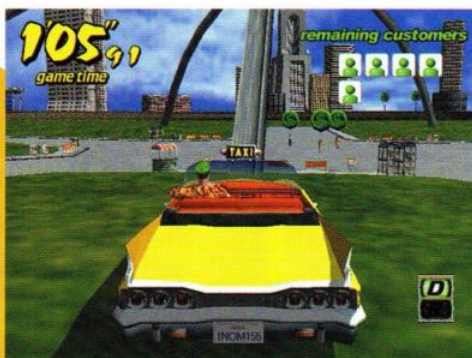


DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....ACCLAIM  
DEVELOPER: .....SEGA  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1  
MEMORY CARD: .....4 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....  
WWW.ACCLAIM.COM/  
GAMES/CRAZYTAXI/  
FILE ALONGSIDE: .....  
THE SIMPSONS: ROAD RAGE



## Box on Your Cube on Your Box

The Crazy Box Mode bundles up all the bonus levels from the original arcade in handy bite-sized portions. Here you must complete all sorts of tasks, from power-sliding through ten-pin bowling courses to balloon busting. These are geared toward testing your skills, so are useful for improving your technique.



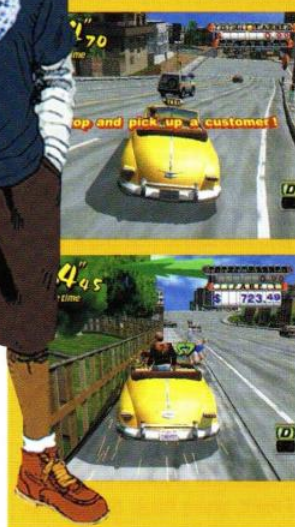
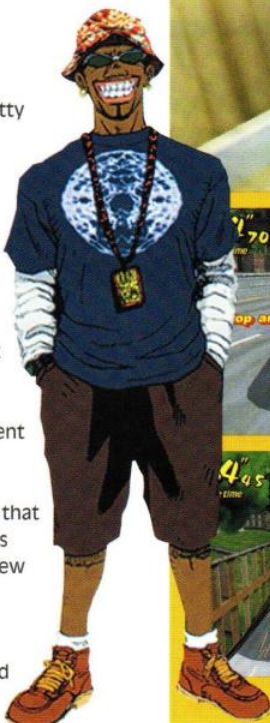
gear respectively. The analogue stick makes your cab turn, but if you're a sucker for punishment you can even use the D-pad. The X and Y buttons honk your horn and flash up a destination reminder, but both of these functions are largely pointless, so you probably won't need them much. Different punters have different cash icons above their heads, indicating the amount of base fair they dish out for your services. A circle 'pick-up zone' lets you know where you need to stop to pick up each customer, and a similar effect is used on

their destination once you reach it. Navigation is helped by a handy arrow that floats around at the top of your screen and points in the appropriate direction.

### Ageing Motor

Graphically, *Crazy Taxi* is pretty average. The frame rate is decent and I couldn't spot any slow-down at all, but the textures aren't as detailed as they could be and the game does suffer from a degree of pop-up. Not so much that it really affects the gameplay, but it certainly highlight's *Crazy Taxi*'s age.

Over in the sound department we've got seven thumping tunes from the likes of Offspring and similar bands that suit the game perfectly – it's just a pity there weren't a few more of them. The sound effects are decent enough, although it's worth noting Acclaim appear to have tried to 'fix' the poor speech from the original by redoing it all, with mixed success. So, we reach the crux of the matter. You've never played *Crazy Taxi* before? Ooh it's fantastic arcade fun, enjoyable to



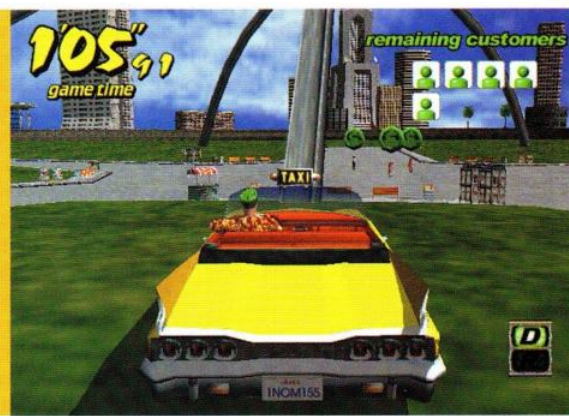
△ He could send the film to Jeremy Beadle...

◁ Not bad advice for a taxi driver...

Acclaim appear to have tried to 'fix' the poor speech from the original by redoing it all, with mixed success. So, we reach the crux of the matter. You've never played *Crazy Taxi* before? Ooh it's fantastic arcade fun, enjoyable to master and a game that fits nicely into the 'quick five-minute blast' slot in your collection for eternity. You've got it on another platform? There's a few new bells and whistles here, and it's been given a minor face lift, but unless you're really, really mad-keen on *Crazy Taxi*, you'd be an utter fool to buy it twice.

Jamie Wilks

**"fantastic arcade fun, enjoyable to master"**



### UPPERS

- Classic arcade fun.
- Always good for a blast.

### DOWNERS

- It's a port of a port.
- No major new additions.
- Graphics engine shows its age.

### VERDICT

*Crazy Taxi* is solid arcade fun at its best. If you've never played it before, it has bags to offer, but there's no point buying it if you've played it to death on other formats.

**80%**

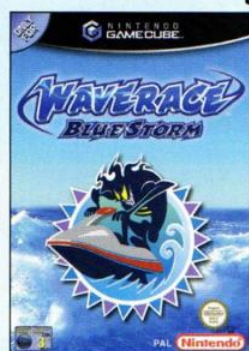


The weather can turn pretty nasty... ▽

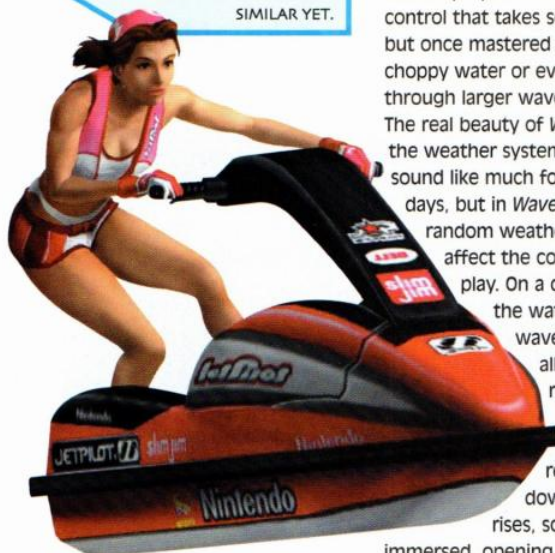


## FIRST TIP

If you're clever you can deliberately miss buoys to cut corners and save time, but don't do it too often or you'll be disqualified.



DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....NINTENDO  
DEVELOPER: .....NST  
TYPE: .....RACING GAME  
NO OF PLAYERS: .....1-4  
MEMORY CARD: .....12 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....  
WWW.WAVERACE-BLUESTORM.COM  
FILE ALONGSIDE: .....NOTHING  
SIMILAR YET.



# WAVE RACE: BLUE STORM

The ultimate water-racing sim is back, and this time the weather's ugly. Jamie grabs his brolly and watches the action...

For those of you who didn't play *Wave Race* on the N64 (shame!), it's a pretty straightforward racer that just happens to be on water rather than a road, and has buoys that must be passed on the correct side rather than a track. For *Wave Race: Blue Storm*, however, a nice turbo feature has been added and you gain turbos for passing the various buoys correctly. The turning system has also been improved, with the GameCube's shoulder buttons providing the ability to lean your racer around bends, adding more weight to the analogue steering system of the water-ski itself. *Wave Race: Blue Storm* also employs a crouch button; an advanced control that takes some getting used to, but once mastered allows you to counteract choppy water or even dive your racer right through larger waves!

The real beauty of *Wave Race: Blue Storm* is the weather system. Eight tracks doesn't sound like much for a racing game these days, but in *Wave Race: Blue Storm*, the random weather conditions drastically affect the courses and how they play. On a calm day, for example, the water level is low and the waves fairly smooth, allowing for a decisive race strategy. But wait; there are dark clouds on the horizon and it's really starting to chuck it down! As the water level rises, some obstacles may be immersed, opening up new routes and

shortcuts, while the water itself gets choppy and hard to steer on and the visibility goes out the window, making those all important buoys much tougher to see. Clever, huh?

## White Water Ride

Unfortunately *Wave Race: Blue Storm* is let down by a frustratingly steep learning curve. Whilst there's a Tutorial Mode to get you started, hit the Championship Mode and you find it almost impossible to navigate your way around the course properly without a lot of practice. This seriously decreases the fun factor of the game and therefore its overall appeal, as we're all here for the gameplay, right? This is a decent game with a lot of very cool features, but unless you're prepared to stick with it, you quickly ditch it for a more instantly rewarding racer.

Jamie Wilks



△ Smooth four-player multiplayer action.

## Look at My Shiny New Console

*Wave Race: Blue Storm* is the perfect game for showing off your GameCube to your mates. Not only does it look totally stunning, it's as smooth as Roger Moore in silk pyjamas, even in the cracking four-player split-screen mode! Just make sure you turn off the repetitive music and annoying commentary first...



*"Wave Race: Blue Storm is let down by a frustratingly steep learning curve"*



## UPPERS

- Cool weather system.
- Visually impressive.
- Superb multiplayer mode.

## DOWNERS

- Stupidly steep learning curve.
- Frustrating to play.
- Annoying announcers and soundtrack.

## VERDICT

Visually stunning and plenty of originality, but let down by a very steep learning curve. *Wave Race: Blue Storm* has a lot to offer, but most gamers will give up on it quickly.

# 78%





△ Bet that didn't do his cogs any good!

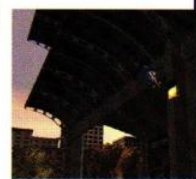


#### FIRST TIP

Use the Freeride Mode to familiarise yourself with the huge levels for a much easier time in ProQuest Mode.



△ Don't look down...



## DAVE MIRRA FREESTYLE BMX 2

Acclaim tries to take the extreme sports genre to a new level with Dave Mirra Freestyle BMX 2. Jamie gauges their success...

**S**ince the original *Tony Hawk's*, the extreme sports genre hasn't really moved on much. This is a fact that's set to change if Acclaim has anything to do with it, as *Dave Mirra Freestyle BMX 2* boldly goes where no extreme sports game has gone before. The first thing you notice about *Dave Mirra Freestyle BMX 2* is the levels are massive. This really changes the way the game plays, as more skill is involved to really freestyle it as you wander the vast level around you. You're given plenty of scope to do this, though, as the trick system adds a level of depth that surpasses other extreme sport simulations. Aside from your normal tricks and grabs, *Dave Mirra Freestyle BMX 2* uses a trick modifier button to alter the tricks you perform. For example, a normal backflip can quickly be modified into a barspin backflip by tapping Down and X just after you execute the trick. With the standard manuals, stalls and plants in there too, there's an almost endless library of tricks and combos to explore.

#### Bike Bother

So it's all good, right? Unfortunately not. *Dave Mirra Freestyle BMX 2*'s strengths are also its biggest weaknesses. Massive play



**"Dave Mirra Freestyle BMX 2's strengths are also its biggest weaknesses"**

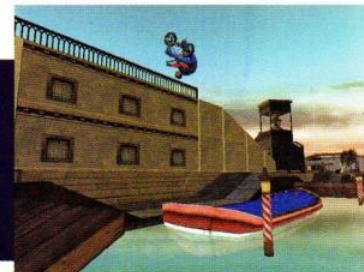
areas may sound like a good idea, and they certainly offer a new challenge, but they make the item-collecting and gap-jumping objectives in the main 'ProQuest' career mode that much harder to complete. This is not helped by the way the game tries to point objectives out to you by highlighting them green, as you need to be so close to an item for it to be highlighted that it doesn't make them any easier to find. Similarly, the depth of the control system makes it much harder to

get to grips with and generally makes the game a lot tougher, and therefore less fun to play.

*Dave Mirra Freestyle BMX 2* is certainly ambitious, but it just doesn't deliver. It's not a bad game and there's enough here to last even the most accomplished gamer several months, but when all is said and done the gameplay just doesn't have the pace and punch of good old *Tony Hawk's*. **Jamie Wilks** ☹

#### Multi-Bike

One area where *Dave Mirra Freestyle BMX 2* does well is with its multiplayer games. Acclaim has opted for turn-based games rather than a split-screen affair, of which there are no less than 13 to keep you and your mates bashing away. My personal favourite is the Wipeout game; a contest for the ugliest bail!



#### UPPERS

- Huge levels.
- Deep trick system.
- Masses to see and do.

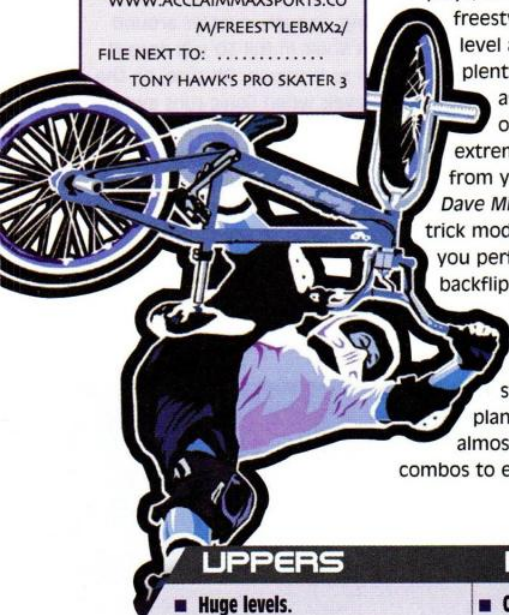
#### DOWNERS

- Overwhelming.
- Tough to master.
- Not fun enough.

#### VERDICT

Overall a decent game, but hardcore extreme sports fans will take to it far easier than the casual gamer.

72%



DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....ACCLAIM  
.....ENTERTAINMENT  
DEVELOPER: .....Z-AXIS  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....1-2  
MEMORY CARD: .....6-13 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
  
GAME WEBSITE: .....  
WWW.ACCLAIMMAXSPORTS.CO  
M/FREESTYLEBMX2/  
FILE NEXT TO: .....  
TONY HAWK'S PRO SKATER 3





DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....SEGA  
DEVELOPER: .....SEGA  
TYPE: ..ACTION ADVENTURE  
NO OF PLAYERS: .....1-2  
MEMORY CARD: .....7 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....YES  
GAME WEBSITE: .....  
WWW.SEGA.COM  
FILE NEXT TO: .....  
SONIC ADVENTURE ON THE  
ADVANCE (93%)

▽ There's an awful lot of fun to be had with the two-player Battle Modes.



## FIRST TIP

Head into the options menu, and you find a useful tutorial to get you used to playing the game, especially to help familiarise yourself with some of the more advanced controls.

# SONIC ADVENTURE 2: BATTLE

Once an icon of the dominance of Sega, Sonic does the unthinkable and moves onto Nintendo's next-gen console. And according to Simon, everyone's a winner...



**A**nd so it finally happens; Sonic sheds his Sega home in favour of Nintendo's next-generation machine. And in *Sonic Adventure 2: Battle*, an enhanced conversion of his Dreamcast outing from last year, there's plenty of evidence to suggest there's an awful lot of life left in this particular '90s icon.

Attached as usual to a hokum plot, involving the hunt for a chaos emerald and the evil Dr Eggman, the game sets off at a frantic pace. The first level is a classic combination of the key Sonic assets – lots of rings, lots of jumps and an awful lot of speed. It's joyfully shallow and very good fun, as you steam your way down hills, smacking cars out of

the way *Crazy Taxi* style before meeting the traditional Sonic-style boss character. Yet sadly, in a brutal summation of the

alongside deviants Dr Eggman and Rouge. A more familiar troupe awaits the do-gooders, with Knuckles and Tails armed

**"Much of the game is very good fun. Sonic has evolved a lot over the years"**

failings of the game, the next level slows things down considerably as you become Knuckles and undergo some exploration.

## Red Trainers...

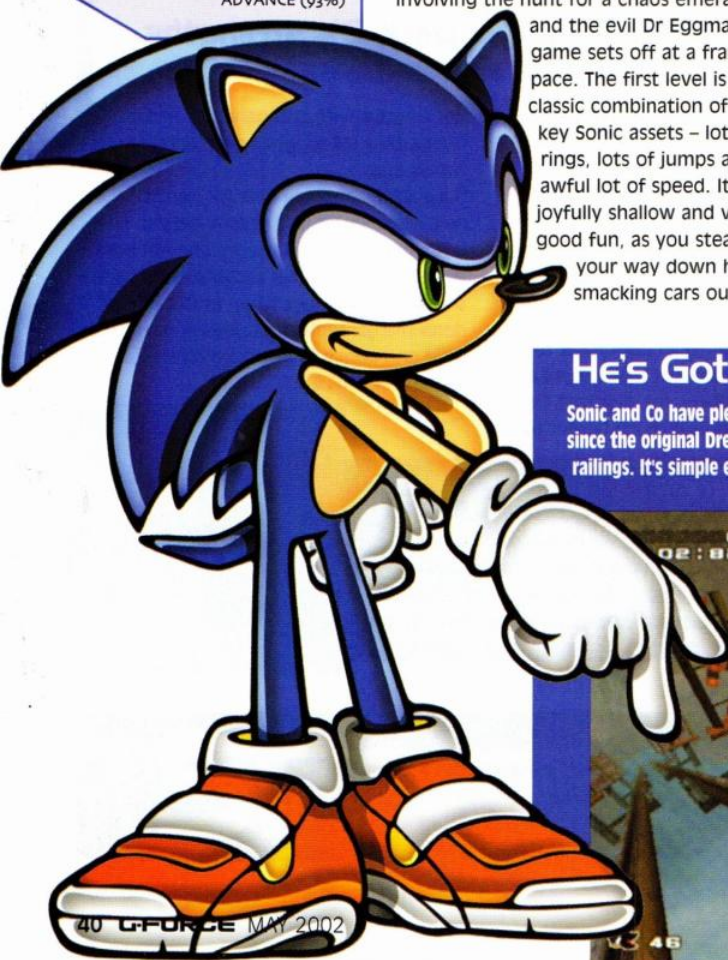
That said, much of the game is very good fun. Sonic has evolved a lot over the years, and he can grind his way down railings, performing homing attacks and swing onto beams, to name just a few of the spiky one's talents. Furthermore, the game itself lets you fight for the forces of good or evil. Take the dark side, and you control Sonic's evil, shadowy alter ego,

and ready for battle (meaning that for an awful lot of the game, you won't be controlling Sonic). Each character, as you'd expect, has particular talents they bring to the party. Due to the different sides you can take, you're effectively getting two full games in one here, albeit with a sizeable amount of crossover between the two.

The key failing, though, centres around the fact that Sonic in full 3D still doesn't work as well as it should. Oh sure, on the trademark levels when Sonic runs away faster than the boss when we ask for a pay rise, the games looks and feels like a work of art. But on the numerous levels when the action slows down, the fundamental failings of the in-game camera sadly overtake the fun factor. Throughout key points in the game, you require precision from the camera to help you, and you simply don't get it. Too often

## He's Got the Moves

Sonic and Co have plenty of moves in the game, but one of the new additions since the original Dreamcast *Sonic Adventure* is the ability to grind down railings. It's simple enough to do – just jump onto said railings and slide away!







## Ring Ring!

Mario collects coins, Sonic collects rings. That's always been the rule. However in Sonic's case, when he's got rings in his possession, he cannot die - he just drops the rings instead! Thus, always make sure you've got at least one ring on you, as aside from falling from a great height or such like, it's really quite hard to die when you're carrying a bit of jewellery.



△ The excellent first level really gets the heart rate pumping!

your attempts to look in certain areas are thwarted by the clumsiness of the viewpoint. Make no mistake; this is a major failing in the game, and one that sent us back to Sonic's excellent 2D adventure on the Advance for a while to get it out of our system.

### Points of View

To be fair to Sega, they've tried to keep Sonic up to date with dazzling graphics and a varied selection of levels that keep you busy for a while. Furthermore, the tie in with the Advance - which is detailed in the boxout elsewhere - is genius, as you hunt for things throughout the main

game to help you bring up your Chao. And the battle elements, which allow you to join forces or fight other players are extremely good fun too. But, and this is not how we wanted this particular story to be. It's a flawed game, which frustratingly offers regular flashes of brilliance before the ruddy camera gets in the way again. So, the score you see at the bottom of the page isn't the reviewer trying to make a name for himself. Nor are we trying to prove we're hard. It's instead a genuine symbol of disappointment that a series we used to love so much has lost its way a little. For whilst *Sonic Adventure 2: Battle* is a



## Link it Up!



Sonic is one of the first games to take full advantage of the link-up capabilities between the GameCube and the Game Boy Advance. The idea is based around Chao, an artificial life form who can be transferred between the two games, meaning you can raise your virtual pet on your Advance, and then send him into battle on the Cube. And you can play all this without a cart for your GBA, although you won't be able to save data unless you own Sonic Advance.

strong GC title in its own right, it could - and certainly should - have been better than this.

Simon Brew



### UPPERS

- When it's good, it's very, good.
- A lot of variety.
- Great multiplayer mode.

### DOWNERS

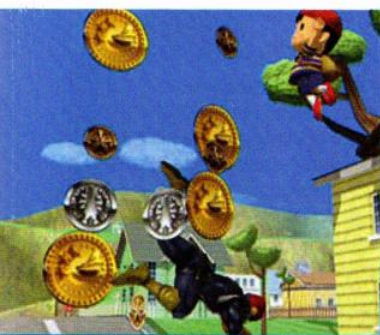
- Camera angles can be unhelpful.
- Quite fiddly and annoying at times.
- Not too tricky to finish.

### VERDICT

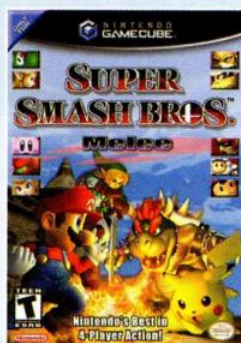
Sonic's very welcome on the Cube, but - whilst still very enjoyable - his first GC outing arrives with work still needing to be done.

73%





△ One of the Event stages has you collecting coins dropped by your opponent as you belt him.



DAMAGE: .....£39.99  
ON SALE: .....24TH MAY 2002  
PUBLISHER: .....NINTENDO  
DEVELOPER: .....HAL  
TYPE: .....BEAT-'EM-UP  
NO OF PLAYERS: .....1-4  
MEMORY CARD: .....11 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....  
HTTP://WWW.NINTENDO.COM/  
.....GAMES  
FILE ALONGSIDE: .....NOTHING  
.....SIMILAR YET

▽ Did you spill my pint?



GC EXCLUSIVE!



## SUPER SMASH BROS: MELEE

It's your first chance to play Mario on a GameCube, and an excellent opportunity to paste the snot out of a Nintendo character you don't like. But is it any good? Ian thinks it is...

**O**K, I'll admit it. I never got to play *Super Smash Bros* on the N64, so this GameCube update was a whole new experience. Expectations were high – it's gone down a storm in the States and Japan – but when you first grab the joypad, you feel there's nothing to the game except walking up to foes and hammering a button. Or at least you do if you're a *Smash Bros* virgin. But after a few plays, certain subtleties emerge.

This isn't a beat-'em-up in the *Tekken/Street Fighter* mould. You've no energy bar – you win by knocking your opponent out of the playing area. The higher his Damage Meter, the further he flies, which is useful – every character has a double-jump to steer himself back into the platform-laden arena. If he hasn't flown too far! There are special moves too, but the main heavy hitters in your arsenal are the weapons you can pick up and use as you go. Look out

for Link's sword, Pokéballs, pills from Dr Mario and even Mazza's hammer from the ancient *Donkey Kong!* The heart of the game isn't linking combos together, but in

**"The one-player game has been beefed up beyond recognition"**

using the platform-strewn terrain to your advantage and knowing when to boost your foe's Damage Meter, when to knock him skywards and when to get out of the way 'cos he's got a better weapon than you.

### Solo Run

The one-player game has been beefed up beyond recognition. Now there's more modes than you could shake Peach's wand at. As well as the Classic Mode (fight a series of foes in various arenas, then take on the boss), there's an Adventure Mode where you walk from arena to arena through side-scrolling scenes themed on the characters' home games. Opening with Mushroom World from *Super Mario 64*, you move on through a *Zelda* dungeon, the Green Greens from *Kirby's Dreamland* and the inevitable jungle from *Donkey Kong Country*. It's the same quest for every character, though. Best of all is the Event Matches, where you're given a specific goal to accomplish. Collect 200 coins by knocking them out of

your foe's pockets, duel *Pikachu* with Pokéballs, beat several female characters at once and more. There's 50 to tackle, but only ten are initially open. Add to this

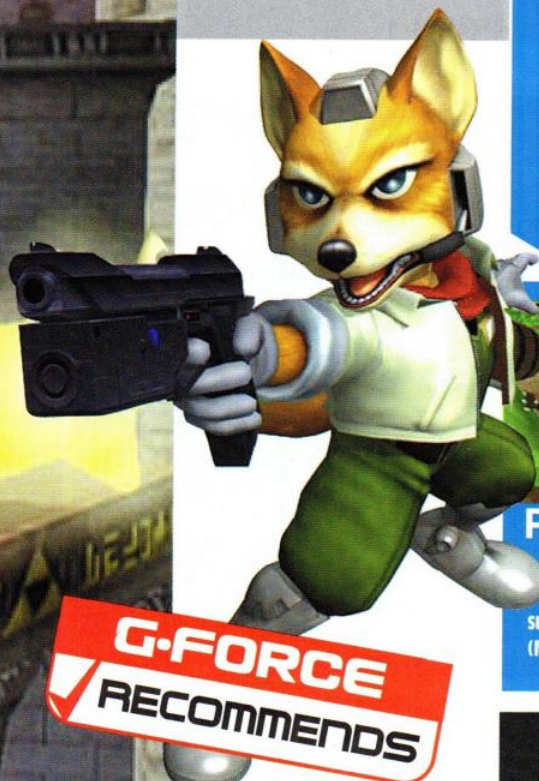
various target-smashing bonus levels, Multi-Man Melees (endurance battles by any other name), the Home-Run Contest where you must knock a punch-bag as far away as possible and more, and you've a

### Battle Arenas

The environments in which you fight are themed on scenes from Nintendo games old and new. Look out for Yoshi's island from *Super Mario World*, an F-Zero track and *Donkey Kong's* jungle huts, among others. Needless to say, some arenas are locked at first...







**G-FORCE  
RECOMMENDS**

## FIRST TIP

Head into the options menu, and you find a useful tutorial to get you used to playing the game, especially to help familiarise yourself with some of the more advanced controls.

## Past Masters

Super Smash Bros: Melee brings together 25 characters from Nintendo's back catalogue, 11 of which are initially locked. As well as the usual suspects like Mario and Link, look out for Captain Falcon (F-Zero), Samus (Metroid) and the Ice Climbers (eponymous NES game).



seriously challenging single-player mode, something sorely lacking in the N64 game. And it's also rewarding – there's a huge amount of goodies to unlock, and 300 trophies to collect too. These are modelled on Nintendo characters and devices and found in various places in the game. They can also be found in a vending machine-type lottery, played using coins won in the game. It really is lastability central!

### Party Time

But of course, *Super Smash Bros* always shone brightest as a multiplayer game, and its sequel is no different. It offers the same seat-of-your-pants action that made the *Mario Kart* and *Bomberman* games such a multiplayer thrill. It's immensely satisfying to snatch victory from the jaws

of defeat by smashing a mate clean out of the ring. With four human players battering each other into oblivion, it can

## "It's all put together with real style and panache"

also get very hectic. Oh, how I cursed when I failed to double-jump back into the arena because I'd not noticed I'd been flung out of it until it was too late! You can create your own rules for the ruck too, basing victory conditions on knockouts, time limits, coins collected by puching them out of your pals and more. The secret of *Super Smash Bros: Melee*'s success is twofold. Firstly, the physics and AI is spot-on. Although all characters share the same button inputs (no individual moves lists here), subtle differences in the way they behave mean they play quite differently in the field, and the balance between madcap, no-brains action and slinky, pick-yer-moment tactics is spot-on. Secondly, it's all put together with real style and panache. The arenas are delightful representations of the

△ The Damage Meter determines how far an opponent flies when you knock him out of the arena, and it can go over 300%.

character's home worlds, and by spreading a wide net through their back catalogue, Nintendo created a real nostalgia trip for their long-standing fans. Okay, the end sequence is poor, but that's hardly a damning indictment. Just think of the fun you have getting there...

Ian Osborne



△ You even get to use Pokéballs as a weapon!

### UPPERS

- Brilliant humour.
- Cleverly designed.
- Great lastability.

### DOWNERS

- End sequence poor.

### VERDICT

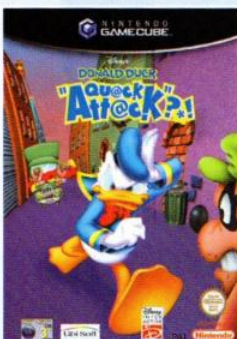
A beat-'em-up like no other. This is to Tekken what Othello is to chess. Far simpler, but don't underestimate its subtleties. An early GameCube classic.

**94%**



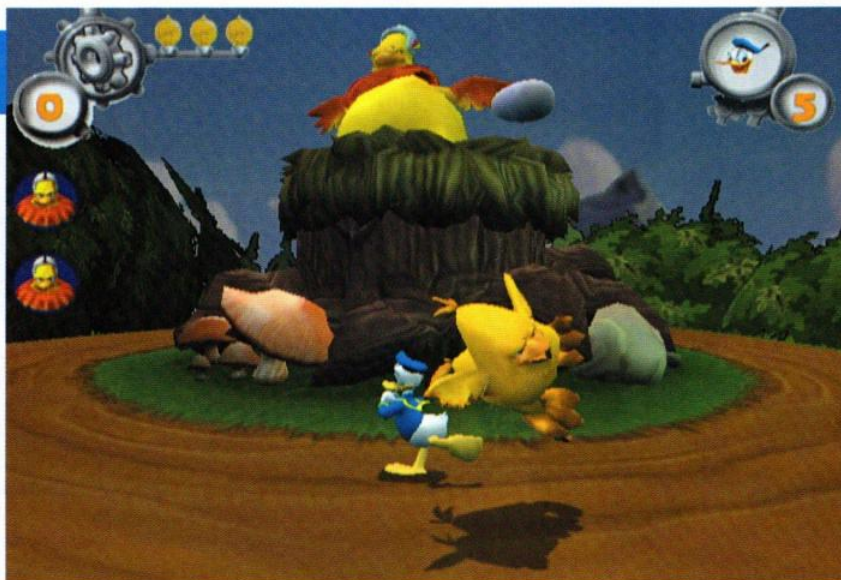
Look for your shadow to judge landings and if in doubt double jump! You can always steer yourself back a bit if you're going to overshoot...

▽ The presentation is decent enough.

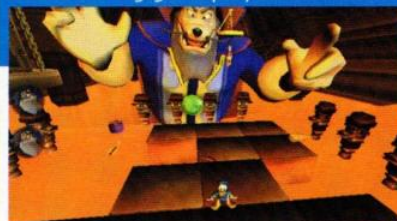


DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....UBI SOFT  
DEVELOPER: .....UBI SOFT  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
MEMORY CARD: .....6 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
.....WWW.UBI.COM  
ALTERNATIVES X2: ... LUIGI'S  
.....MANSION



▽ The bosses offer some relief to the usual boring gameplay.



# DONALD DUCK QU@CK ATT@CK

OK, so the title may have stupid symbols in it, but is Donald Duck Qu@ck Att@ck worth a goosy? Jamie finds out...

**S**ince a certain Bandicoot crashed his way onto the gaming scene a few years ago, a new console won't get anywhere without a few 3D platformers. The Cube already has *Luigi's Mansion*, but that didn't really shine in the gameplay department. So, here comes Ubi Soft with its official Disney licence to try and out-do the big N at their own game. The basic object of *Donald Duck Qu@ck Att@ck* is to get to the end of each level in turn, jumping on the bad guys and avoiding pits and traps as you go. Every few levels you fight a big boss, and then it's off to the next world. Sounds

collecting a glass of orange juice turns a Happy Donald into Hyper-Donald. Now he's invincible for a longer period of time, can move faster and can also smash his way through objects and even walls, revealing secret areas.

## Going Quackers

Donald's mood also controls whether or not you can make him perform special moves. When Donald is Happy or Hyper, bouncing on three consecutive enemies without touching the ground and then tapping 'R' puts him into Special Move Mode. By quickly tapping out a

special move combo, Donald does a variety of daft and often hilarious things, from the basic Yogabound right through to the utterly ridiculous Ballet Basket. Special moves again make Donald invincible for a short time, the only difference between them being the daft bit of animation.

There are plenty of things to see and do in *Donald Duck Qu@ck Att@ck* (new outfits, new moves, challenge courses), but the basic game is woefully short and repetitive. By the time you've completed the first world, you've seen it all, and the three or four more hours' playing time needed to complete the other three worlds feels like one endless déjà vu. It's not really a bad game; it's just a bit dull.

Jamie Wilks

*"By the time you've completed the first world, you've seen it all..."*

depressingly familiar? To be fair the gameplay does have some interesting features...

First up, Donald has three moods that dictate how he acts. His normal Happy state is reduced to an Angry state once he's been hit once, temporarily turning him into an amusing invincible whirling ball of fists and feet. Collecting milkshakes returns Donald to his Happy state, whilst



## Qu@ck Off

Donald Duck Qu@ck Att@ck tries to give you plenty to do, but the reward scheme is questionable.

New special moves hold little appeal when they don't actually give you new abilities, and who really wants to redo levels to complete Time Attack and Special Move challenges? Yawn-o-rama.

## UPPERS

- Cool Disney characters
- Amusing graphics and sound
- Nice high-res cut scenes

## DOWNERS

- Boring to play
- Very repetitive
- Far too short

## VERDICT

Donald Duck Qu@ck Att@ck offers little more than a couple of hours of amusement. If you like platform games, completing it may leaving you with some small feeling of achievement, but for me it's just not fun enough.

# 68%

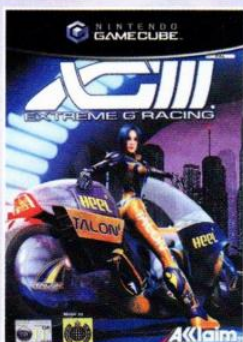


## FIRST TIP

Be careful when using the air brakes. They can prove very twitchy if you use them at the wrong time.



△ Go for the burn...



DAMAGE: .....£39.99  
ON SALE: .....SUMMER 2002  
PUBLISHER: .....ACCLAIM  
DEVELOPER: .....ACCLAIM  
TYPE: .....RACING  
NO OF PLAYERS: .....1-4  
MEMORY CARD: .....YES  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....  
HTTP://WWW.ACCLAIM.COM/GAMES/EXTREMEG3/HTML/INDEX.  
.....HTML  
FILE ALONGSIDE: .....  
...WAVERACE: BLUE STORM,  
.....BURNOUT



# EXTREME-G 3

Is this the future-or just 20,000 people standing in a field? Jonti investigates...

**F**uturistic racing is seen as cliché these days, but *Extreme-G 3* aims to deliver what the sub-genre is all about-speed. With the notable exceptions of the *F-Zero* and *Wipeout* games, the futuristic racing scene has been cluttered with dodgy efforts.

gameplay features and gimmicks. *XG Career* is an extensive single-player mode in which you can race with a team and move up the ladder of fame and fortune through successful speeding. *XG Team Career* is a two-player co-operative mode, a really good idea and something that

**"Extreme-G 3's gameplay is rotten."**

*Extreme-G* and *Extreme-G 2* were released on the N64 some time ago, though neither failed to set the world alight. Their failure was principally due to the fact that controlling the games' bikes was extremely difficult. Most players resigned themselves to ricocheting from track wall to track wall, speeding along like drunken bikers.

This issue has been addressed in the series' third instalment, but the problem has not been fully rectified. And the initial impact of *Extreme-G 3*'s sublime visuals is misleading...

**Speedyyyyyy...**

*Extreme-G 3* is chock full of different racing options, multiplayer modes, novel

▽ Imagine driving on that straight after dinner...



many racing games omit. Arcade is a straight racing mode for up to four players, wherein weaponry, tracks and engines unlocked in the Career Modes can be played with at will.

Ultimately, though, all this is of little worth, because *Extreme-G 3*'s gameplay is rotten. The game's track design is quite daring, with corkscrews and loop-the-loops aplenty. This would be a positive feature if the bikes handled well. But they don't. Even the air brakes assigned to triggers L and R fail to provide much assistance when cornering, and so any potential in *Extreme-G 3* is strangled at birth. Maybe in *Extreme-G 4* Acclaim will finally achieve better things, but as it stands *Extreme-G* is a fundamentally flawed series of admittedly-pretty mediocre racers.

**Jonti Davies** ☺

## Loopy Loops

The original *Extreme-G* started the trend of loop-the-loops and corkscrews in futuristic racing. Since then, the *Wipeout* games have adopted similarly outlandish track design. Here you can see a stomach-churning plummet and the end of a loop-the-loop:



## UPPERS

- Pretty visuals.

## DOWNERS

- Flawed gameplay.
- Poor handling.
- Boring in multiplayer.

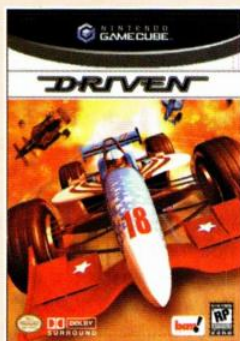
## VERDICT

A good-looking racer crippled by dodgy gameplay.

**50%**



Use a car with good steering for the first championship, relying on The Zone to get you through the faster circuits.



## DRIVEN

What drives you, and is *Driven* worth driving? Enough drivel - Ian takes to the wheel...

DAMAGE: .....£39.99  
ON SALE: .....3RD MAY 2002  
PUBLISHER: .....BAM!  
.....ENTERTAINMENT  
DEVELOPER ..BAM! STUDIOS  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1-4  
MEMORY CARD: ...3 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO  
ON THE WEB: .....  
.....WWW.BAM4FUN.COM  
FILE NEXT TO: .....  
CRAZY TAXI, THE SIMPSONS:  
.....ROAD RAGE

**T**here's nothing worse than a game that threatens to run a brilliant race, but shoots itself in the foot on the final bend then limps over the finishing line in the middle of a pack it could easily have dominated. BAM!'s film tie-in *Driven* is such a game. It's got some spectacular strengths and I'm sure its developers will produce a seriously happening driver somewhere down the line, but *Driven* needed more time in the pits if it was to make the podium. The PS2 version of *Driven* was a mediocre effort. It couldn't make up its mind whether it wanted to be a sim or an arcade game, and it suffered for its indecision. Listening to criticisms from the gamers, BAM! Turned the GameCube version into a full-blown arcade blast, with less car damage, more generous collisions and a greater chance of landing with your car facing the right way after one of its spectacular crashes. The car's



handling is just right too, with fast acceleration and precision steering. It's really instinctive. Intelligent course design forces you to use your brakes like a real driver, so don't expect it to play like a *Ridge Racer* game, and tracks that range from simple ovals to intricate street courses test the whole range of driving skills.

### Ace Racers

The other cars also make you plan ahead. Although this is an arcade-style racer, they're not just mobile roadblocks that do little more than measure your progress.

**"Driven needed more time in the pits if it was to make the podium"**

Instead they behave like genuinely competitive racers who are out there to win. You won't pass them like they were stuck in gear on the straights - you have to out-brake them on the bends to pass. Best of all, they don't cheat by taking corners at speeds that are



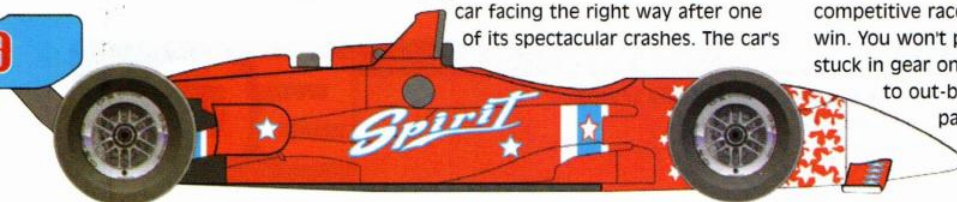
### Race 'n' Chase

Recreating a scene from the movie, this chapter in the Story Mode sees you chasing another driver through the streets. At night. Against the flow of traffic. It's a neat idea, and an interesting first for a racing game.

impossible for human drivers. Anything they can do, you can do to. If you're VERY good...

And this brings us to the game's major flaw. The other racers' AI is impeccably programmed in terms of their

behaviour, but did they have to be so smeggin' tough? They aren't very good off the starting grid (you can make up a serious number of places here), but when they get their racing boots on, they're a nightmare to catch. Make a mistake such as clipping a wall or bouncing over a kerb and two cars scream past you. Unless you







△ Three wheels on my wagon, and I'm still rollin' along...

## Everybody Makes Mistakes...

Unlike some games, the computer opponents don't go around as if on rails. They race each other too, and can even make mistakes – not often, mind, but it does happen. Here, for example, you're guilty of ramming the black car against the concrete, but no one could blame you for the crash ahead.

▽ The Manley Oval is an easy track.



△ Back of the field again!

▷ Mirror, signal, manoeuvre – oh blast...



*"Did they have to be so smeggin' tough?"*



rumours, was put in the Sly Stallone film specifically for the videogames), and the still-too-hard Story Mode lets the player recreates key moments from the movie. But even with these commendably-unique elements, I reckon you'll get frustrated with *Driven* before you get bored with it. It seems destined to slide to the back of your collection, opened up with the cheats and used solely for its excellent Multiplayer Mode. It's a pity. It could've been so much better...

Ian Osborne

### UPPERS

- Looks great.
- Better than PS2 version.
- Ace multiplayer mode.

### DOWNERS

- Championships too short.
- Too blasted hard.

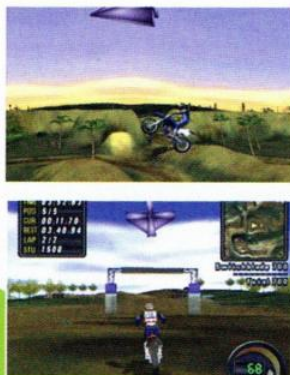
### VERDICT

Could've been great, but its over-harsh difficulty level and too-short Championship Mode reduce it to a minority interest. For hardcore speed-jockeys only.

72%



Ignore the CPU riders on outdoor tracks and find your own route to the gates to improve your lap times.



▽ Surely that's illegal?



DAMAGE: .....£39.99  
ON SALE: ..END OF MAY, 2002  
PUBLISHER: .....ACCLAIM  
DEVELOPER: .....ACCLAIM  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1-2  
MEMORY CARD: .....YES  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
WWW.ACCLAIMMAXSPORTS.  
...COM/SUPERCROSSWORLD/  
FILE NEXT TO: ..NOTHING YET

# JEREMY MCGRATH SUPERCROSS WORLD

▽ Is it a trick? Or has he split his trousers?

Is it a bird? Is it a plane? No, it's a lunatic on a motorbike! Jamie catches big air with Jeremy McGrath Supercross World...

**W**hen I first played *Jeremy McGrath Supercross World* I thought to myself, 'Hmm, this looks good'. Unfortunately, appearances are often deceiving, and that certainly proved to be the case here.

For those of you not familiar with Supercross, it involves racing around very hilly, bumpy courses on a motorbike doing death-defying leaps with the odd trick thrown in for good measure. Sounds like quite a good base for a videogame really, but contrary to what you might



landscapes decorated with low-res textures. The pop-up is poor, and the riders, whilst reasonably detailed, aren't animated particularly well. The sound is much better, but when the rest of the game is so poor it counts for little.

## On Yer Bike

*Jeremy McGrath Supercross World's* graphics do a marvellous job of matching the standard set by the gameplay, offering forth boring brown

landscapes decorated with low-res textures. The pop-up is poor, and the riders, whilst reasonably detailed, aren't animated particularly well. The sound is much better, but when the rest of the game is so poor it counts for little.

## "Sorely let down by unconvincing physics and a handful of annoying flaws"

think it actually makes for a very dull game. There are only so many hills you can jump over before it all becomes incredibly boring.

Acclaim try to rectify this with their trick system and the odd level goal, a bit like *Tony Hawk's*, but unfortunately neither are implemented particularly well. Whilst each rider may have 24 different tricks they can pull off, some of which are highly amusing to behold, there is no real depth to the trick

system and it's just a matter of mashing a few buttons mid-air.

### Flawed Physics

The sorry truth is whatever little there is in the gameplay department of *Jeremy McGrath Supercross World* is sorely let down by unconvincing physics and a handful of annoying flaws. The key to pulling off jumps successfully is using the L button to prepare your rider for the jump, and then releasing it at the tip of the ramp to send yourself flying through

the air. This in itself isn't particularly easy to do as it's often hard to know exactly where you will take off, but landing is even trickier given that it's tough to judge the angle of the ground as you land and therefore very hard to orientate your bike correctly. This is not helped by a fixed camera view that your bike often drops out of altogether. Add in some dodgy collision detection, random bails for no apparent reason and an ineffective 'off course' timer which can reset your rider's position even after you find the track again in time and you've got a steaming pile of dog turd.

**Jamie Wilks**

### UPPERS

- Good for a quick blast.
- Massive air.
- 25 tracks in four different environments.

### DOWNERS

- Boring gameplay.
- Flawed gameplay.
- Bland graphics.

### VERDICT

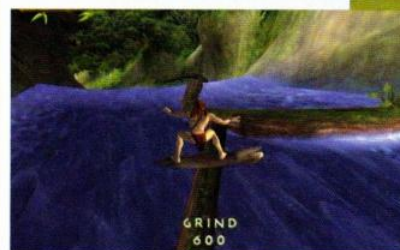
A boring game, and poorly executed. Lots of potential, but let down by sloppy implementation and a host of annoying flaws.

# 46%

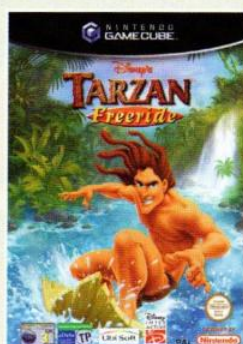




▽ As you can see from this shot, the game is sometimes quite dark, which makes it hard to see what's going on from time to time.



△ Undoubtedly tree-surfing offers some of the most fun the game has to offer



DAMAGE: .....£39.99  
ON SALE: .....OUT NOW  
PUBLISHER: .....UBI SOFT  
DEVELOPER: .....DISNEY  
.....INTERACTIVE  
TYPE: .....ACTION ADVENTURE  
NO OF PLAYERS: .....YES  
MEMORY CARD: ...8 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
.....WWW.UBISOFT.CO.UK  
FILE NEXT TO: .....SONIC  
.....ADVENTURE 2 BATTLE

## DISNEY'S TARZAN FREERIDE

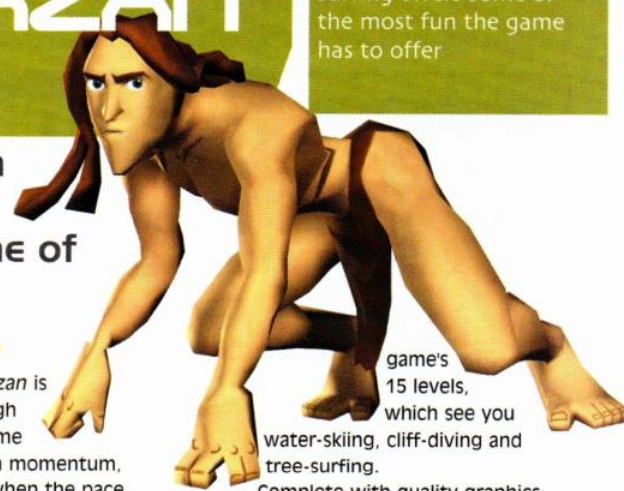
He can swing through trees. He can come to the rescue. But he can't afford any clothes. Simon meets one of Disney's newest heroes...

**S**winging across from the moderately successful PS2 version, *Tarzan* appears on the GC with a bit of a problem on his hands. Nasty people, y'see, have entered the jungle where the loin-clothed one resides, intent on removing some of his ape friends for medical research. And as the game picks up where the excellent film ends, the hunters turn their attention to Tarzan, and aim to lure him to them by conveniently kidnapping all his mates. And thus, a game is born.

You get to control Tarzan in this brisk and reasonably diverting arcade adventure, as you follow a trail of film reels (left behind by the terrible humans) to find out where everyone is, particularly the various apes in cages you need to rescue. There are bits that demand some head-scratching on the way too, although this being a Disney game, they're neither particularly challenging nor likely to divert you too much. The main focus of the action is getting Tarzan across the jungle. And just like the film, you get to surf along trees, which is great fun, as well as swinging through the jungle whilst throwing in the less exciting walking and jumping elements too.

### Lord of the Jungle?

For its target audience, *Tarzan* is quite a good game, although far from perfect. Whilst some levels positively bristle with momentum, the game loses its appeal when the pace



**"For its target audience, *Tarzan* is quite a good game, although far from perfect"**

drops. Furthermore, there are a few too many examples of leaps of faith required, whereby the only way to negotiate some bits of the game is to die first and learn from your mistakes. And that's not fair. Credit, though, for the variety across the

that capture the mood of the film very convincingly, *Disney's Tarzan Freeride* is a fun, throwaway title. It's very easy to get to grips with, which again leans it towards younger players, though it certainly has its fair share of frustrations. But taken as a decent tie-in to a very strong film, it has its attractions too, and is at least worth a rental.

Simon Brew

### Do Some Tricks!

Clearly Disney's programmers have been playing the likes of *Tony Hawk's*, as they've blessed Tarzan with some special moves he can pull off. These include Reverse Ski, a Tumble Turn and a 360, and come in most useful when undertaking some of the side games which form Terk's Challenges. Combos too come in useful when you get to the end of level bosses.



### UPPERS

- Very easy to get to grips with.
- Fast moving for the most part.
- Fun to play.

### DOWNERS

- A little too easy.
- Gameplay is occasionally unfair.
- Very little innovation.

### VERDICT

Not a bad game by any means, but experienced, hardened gamers are best leaving it for the younger audience it's clearly aimed at.

# 65%



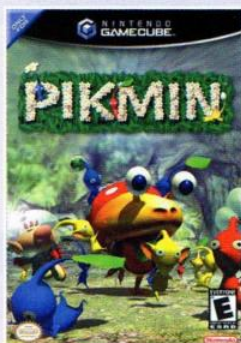
## FIRST TIP

Don't just fight for the sake of it. Your Pikmin can win battles en masse, but chances are you sustain unnecessary casualties if you pick a fight you can avoid.

▽ In that tin can are fire rocks which yellow Pikmin can use as projectiles.



**GC EXCLUSIVE!**



DAMAGE: .....£39.99  
ON SALE: .....JUNE 2002  
PUBLISHER: .....NINTENDO  
DEVELOPER: .....NINTENDO  
TYPE: .....STRATEGY GAME  
NO OF PLAYERS: .....1  
MEMORY CARD: .....19 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
.....WWW.NINTENDO.COM  
FILE NEXT TO: .....NOTHING YET

## PIKMIN

It's brand-new, it's GameCube-exclusive and according to Simon, Pikmin is the early jewel in the GC crown! Let's check it out...

**F**ollowing a meteor collision and a crash-landing that sees his ship scattered over the face of a strange world, Captain Olimar has some problems to face. He needs to recover the bits of his craft. His life support runs out in 30 days. And he's just discovered a strange breed of midget creatures that could just help him out of his predicament. And so is born one of Nintendo's most original games in ages, which already stands proud as one of the best games this reviewer has played on any format over the past year or so, and certainly one of – if not the – highlights of the initial GameCube game range.

### What's it all About?

You take the role of Olimar, who quickly discovers small creatures he christens Pikmin. He soon discovers these creatures, which literally grow in the ground, can help him in his quest. There are various ways they can do this. They can cut down flowers and thus collect little tablets, which when brought back to the main base (aka the Onion) can be planted to make new Pikmin. These new Pikmin can then be dug up whenever extra resources are needed. They can also work en masse to bring down walls, fight baddies and ultimately bring the parts of Olimar's ship back to the base.



To further complicate things, Pikmin come in different colours, each with differing skills. For instance, the yellow Pikmin are dab hands at throwing explosive rocks to bring down walls. And each colour Pikmin has a different-coloured main base (that's the Onion). The coloured bases are particularly important late in each day, as any Pikmin that aren't back in the Onion at sundown won't survive the night. The world's harsh like that.

If this all sounds complicated thus far (and after reading the rulebook before switching it on the same thought passed through our minds) you're discounting the skill of Nintendo at the top of its game. Pikmin has one of the simplest, fairest and most helpful learning curves out there, and within an hour you're commanding a hundred Pikmin at a time with consummate ease.

*"Pikmin has one of the simplest, fairest and most helpful learning curves out there"*

### Know Your Pikmin

Different coloured Pikmin have different strengths. The red fellas are powerful attackers and can endure high temperatures, whilst the yellow ones can be thrown higher than the others and can also handle bomb rocks, which come in very useful during battles and when walls need to come down. Finally, for the submerged areas of the game, the blue Pikmin never drown. Remember, though, each has to be returned to the right colour Onion before the end of the day if you want them to survive!







◁ That number 20 indicates how many Pikmin it takes to move it.



**G-FORCE**  
**RECOMMENDS**



△ Hurrah! The first bit of the ship! Only another 29 parts to go!

▷ One Pikmin wouldn't be able to move this for toffee. Get them all together though...



**"By the time you get to the end of the game, you're practically begging for more"**

## Bunch of Flowers

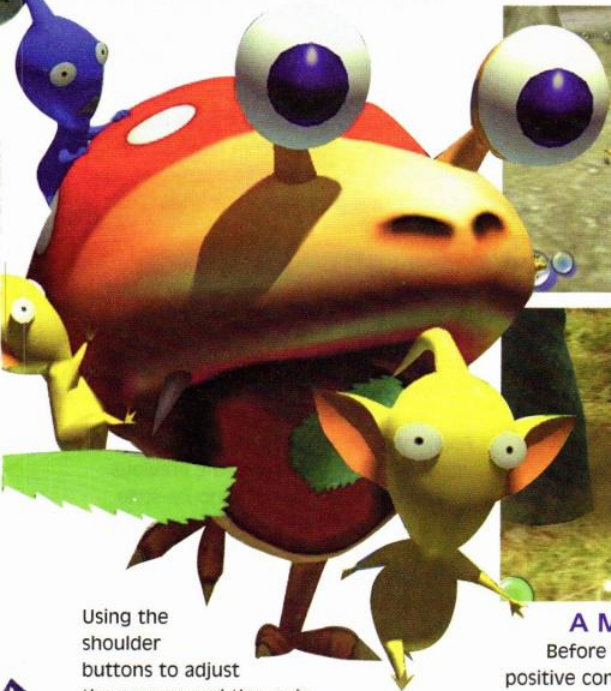
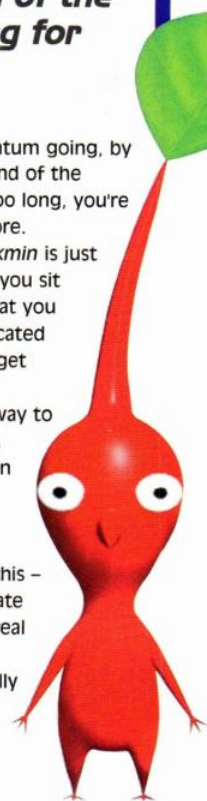


If your Pikmin survive quite a while, they eventually sprout a flower on the top of their heads. When it hits full bloom, the Pikmin in question is able to travel faster. Also, should it die in the middle of a battle, it leaves a fresh seed behind for a new Pikmin to grow. They're sophisticated little critters, aren't they?

30 days keeps the momentum going, by the time you get to the end of the game, and it won't take too long, you're practically begging for more.

However, while it lasts, *Pikmin* is just wonderful. It's only when you sit back and think about it that you realise it's quite a sophisticated strategy game when you get going, dressed in such an accessible and attractive way to make it utterly irresistible. Tired though it is to read in magazines a thesaurus of superlatives hurled in the direction of high profile games, rest assured that this – as with other games we rate highly in G-Force – is the real McCoy. It's accessible, engrossing, and really, really begs to be played.

**Simon Brew**



Using the shoulder buttons to adjust the camera and the main analogue stick to move Olimar around, all you have to remember to embrace the full range of control options are a couple of buttons.

## A Mere Month...

Before we get to the glowingly positive conclusion – and that's exactly what it's going to be – a brief excursion to the bit that niggled us, which is the lifespan of the game. *Pikmin* lasts 30 game days and no more, and whilst the constant pressure to get the 30 parts in

## UPPERS

- It's original.
- It's astonishingly good fun.
- It's a game you need to play.

## DOWNERS

- It's not long enough.

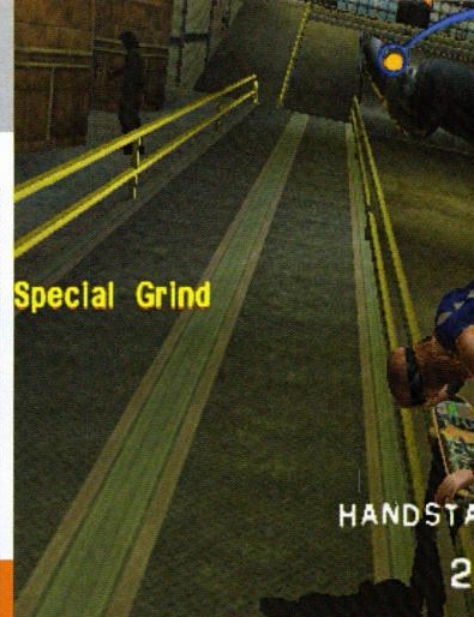
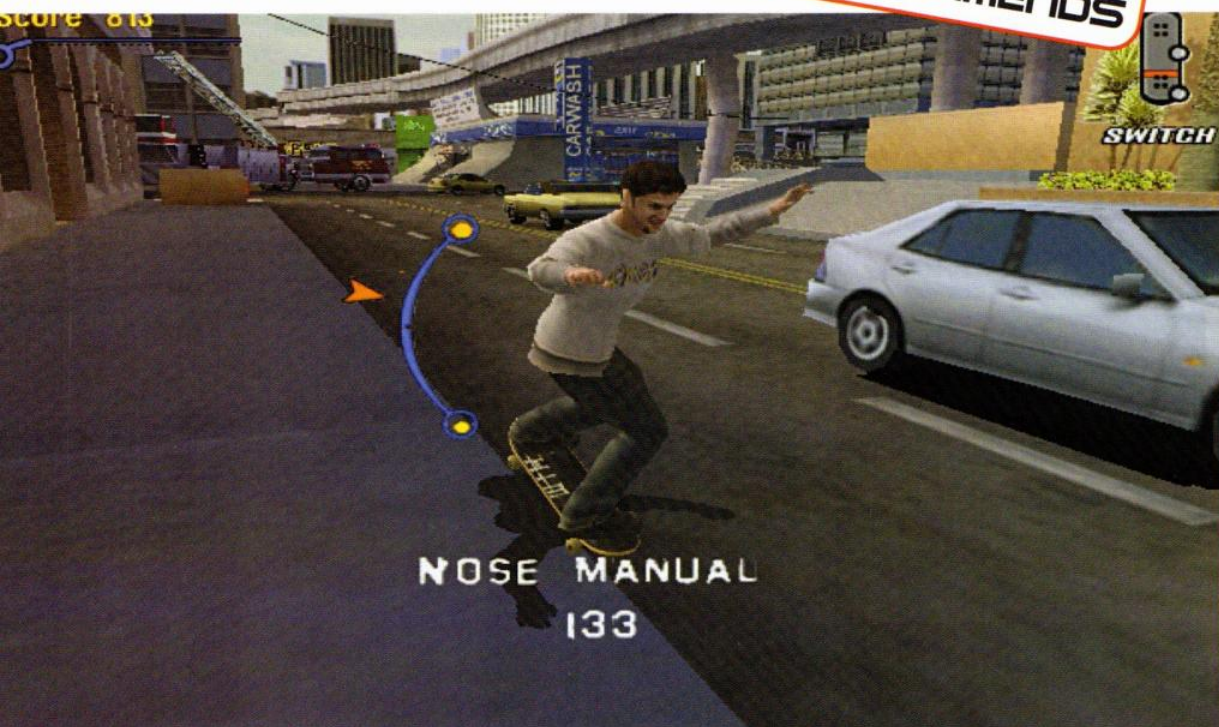
## VERDICT

A superb, original and compulsive game, that although perhaps a little too short, is pure gaming excellence while it lasts.

**92%**

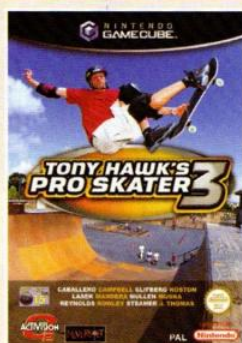


**G-FORCE  
RECOMMENDS**



## House Special

For Tony Hawk's Pro Skater 3, all-new moves and combos have been squeezed in. All you old favourites are there, but executing combos such as two kickflips now makes your skater execute an impressive double-kickflip move. New specials also feature, such as this wrist-fracture-defying handstand 50-50. Go mental.



# TONY HAWK'S PRO SKATER 3

Woohoo, it's here! Jamie jumps on his board and wets his pants in delight over Tony Hawk's Pro Skater 3...

DAMAGE: .....£39.99  
ON SALE: .....OUT NOW!  
PUBLISHER: .....ACTIVISION  
DEVELOPER: .....NEVERSOFT  
.....ENTERTAINMENT  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....1-2  
MEMORY CARD: .....6 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
WWW.NEVERSOFT.COM/TH3/IN  
.....DEX.HTM  
ALTERNATIVES X2: .....  
DAVE MIRRA BMX 2, .....  
.....SSX TRICKY

**A**nother *Tony Hawk's* game, but is the series getting jaded? No way! For *Tony Hawk's Pro Skater 3*, a few subtle yet massively important changes have been made to the usual formula. The one that smacks you in the face first is the Balance Meters for grinds, manuals and lip tricks have been vastly improved, and are now a massive aid in pulling these tricks off consistently. Overall, the game feels a bit smoother and looser than its predecessors, and there's even less obvious snap-to-objects malarkey when you pull tricks off of

things. But most importantly, a clever little move called a 'revert' has been added. 'What is this groundbreaking innovation?' I hear you cry. Well, it's basically a little spin you can add to your landing from vertical ramps by hitting the 'R' button just before you touch down. Doesn't sound like much, I know, but it's the key to even more massive combos than were already possible, as you can string a manual (a ground-based balancing trick for the unconverted) onto a revert, and then another grind, ollie etc onto that. This means that with a little practice you can

**"With a little practice you can string together effectively never-ending combos"**



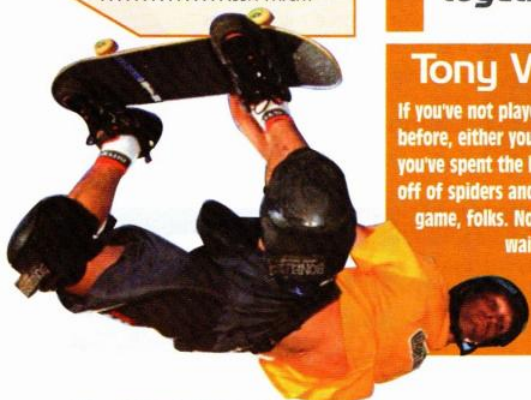
string together effectively never-ending combos as you move from ramp to rail, wall to ground, rooftop to clothesline (!) in one seamless trickfest of the gods. Truly, er, 'sick'. Ah-hem.

## Phat Air

So, how has the rest of the game changed? Well, nine all-new levels are ready to be unlocked and busted open in all three game modes (Career, Single Session and Free Skate). First up is The Foundry; a somewhat typical indoors warehouse kind of a level (the previous two games both have warehouse-style opening levels), but with a molten lead twist as the name suggests. Here the Career Mode goals include knocking the foreman into a huge vat of water and un-jamming five broken pressure valves by wall-riding through them. As well as the old classic 'collect S-K-A-T-E' and 'collect the

## Tony Who?

If you've not played one of the *Tony Hawk's* series before, either your GameCube is your first console or you've spent the last five years locked in a shed living off of spiders and rainwater. This is a skateboarding game, folks. No, it's THE skateboarding game. No wait, it's THE skateboarding simulation. Anything and everything you can do on a skateboard, you can do in these games.



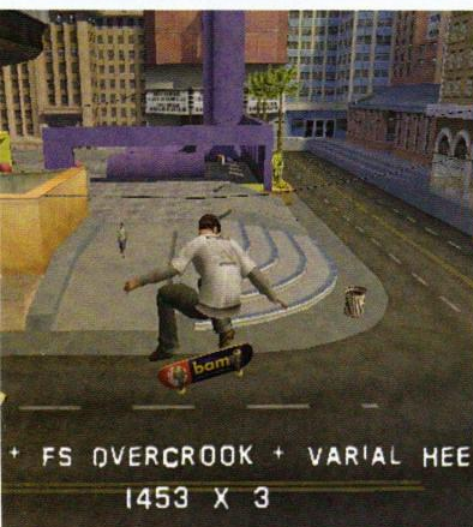




## FIRST TIP

Use the D-pad rather than the stick! This way you can be sure you're pushing exactly the direction you want.

◁ Don't try this at home.



◁ Pop-up?  
What pop-up?

## Kill the Pedestrians!



Not only are the new levels in THPS3 bigger, more diverse in theme and nicer to look at, they also include bags of new interactive items. Walls crumble, windows smash, boxes scatter and pedestrians run for cover! Some levels even include other skaters to skate with or against, or whom you must impress to complete career goals!

hidden tape' (which unlocks a nice piece of FMV footage) goals, the cash icons from the previous games have now been replaced by stat point tokens, which you can use to improve your skater rather than buying more stats. Other levels include the cool outdoors Canada level, including ramps made out of trees and a snowy backdrop, the urban chaos that is Suburbia, with its rooftop jumping madness and trailer park grinds, right through to more obscure locations such as Tokyo, Paris and even an Airport. The competition levels remain, with your two best runs out of three being scored by judges as you go up against the other professional skaters to try and win the gold.

### Mad Trix

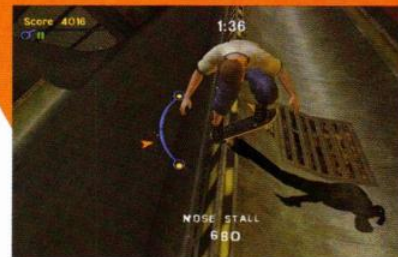
THPS3 doesn't let the series down in the presentation department, with fluid animation seamlessly connecting trick to trick, and nice rounded visuals with little pop-up. The textures could be more detailed, although this is being a little picky. The frame rate could definitely use



△ Bendy things ahoy, captain!



▽ New balance meters.



some work. The usual 60 frames per second drops noticeably in places, with some levels being bigger culprits than others. It's not enough to affect the gameplay, I'm pleased to say, but it's a noticeable hitch in an otherwise excellently-presented game. This includes the sound too; the skater and board effects haven't been touched too much from the previous games, but this is no bad thing as they're excellent, and the all-

## "THPS3 doesn't let the series down in the presentation department"

new soundtrack is arguably the best yet. Skating along to the likes of The Ramones, Redman and Motörhead has massive appeal, and when Ace of Spades comes on you feel the adrenaline pumping nicely as you try and pull that huge 18-trick combo out of the bag mid-competition!

create-a-skater, new improved custom park editor). Best of all, it plays like an absolute dream and has a replay factor that'll keep you coming back for just about ever. This is console gaming at its best.

Jamie Wilks

### UPPERS

- New endless combos!
- Superb new interactive levels.
- Absolutely top-draw gameplay.

### DOWNERS

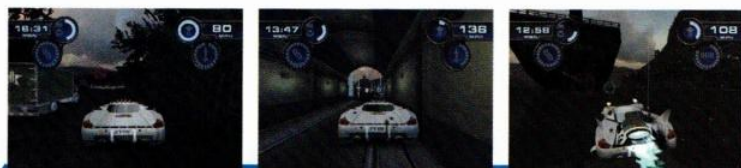
- Textures could be more detailed.
- Frame rate slow down in places.

### VERDICT

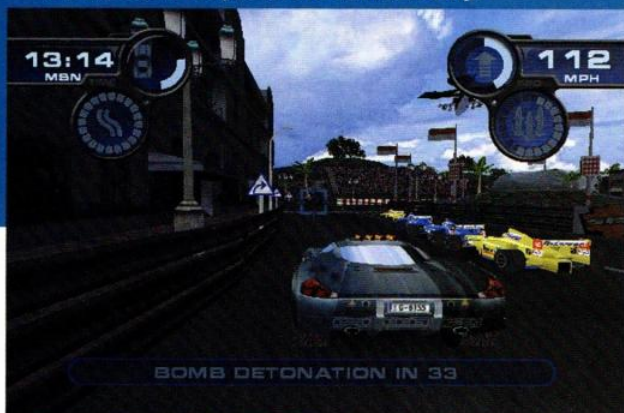
Tony Hawk's Pro Skater 3 is an absolute gem of a game. Some will whinge about the choppy frame rate, but this barely affects how superb this game is.

# 94%





▽ Who said F1 is processional and boring?

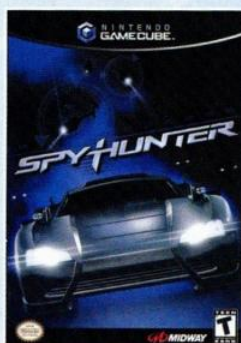
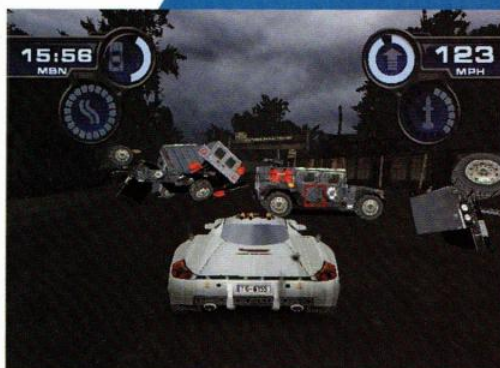


## FIRST TIP

Whilst it's tempting to constantly double-tap the 'A' button for an extra turbo boost, just remember it takes time to recharge, and you never know when you really need it!



▽ Rush-hour traffic...



DAMAGE: .....£39.99  
ON SALE: .....MID-MAY 2002  
PUBLISHER: .....MIDWAY  
DEVELOPER: .....PARADIGM  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1-2  
MEMORY CARD: .....2 BLOCKS  
RUMBLE: .....YES  
ONLINE: .....NO  
GBA LINK: .....NO

GAME WEBSITE: .....  
WWW.SPYHUNTER.MIDWAY.  
.....COM  
ALTERNATIVES X2: NOTHING  
.....YET

# SPY HUNTER

A rave from the grave is brought kicking and screaming into the modern world. Simon checks out how well it drives...

**R**eviving classics of yesteryear is undoubtedly a daunting business. Not only do you have to contend with an audience who are usually particularly fond of the original game, but there also needs to be a sufficient modern-day spin to endear the whippersnappers. Midway has, to be fair, managed to bridge that gap with the return of *Spy Hunter*, although it's not without room for improvement. The game itself began life in the arcades in the early '80s, and that accounts for the 'shoot first, think later' gameplay style. This is pure arcade fun, as you drive your vehicle (which can morph into a boat or bike as well as a car, depending on the terrain) across tracks laden with enemies, often with targets and baddies to shoot and objectives to meet. The plot underpinning it all has some nasty business types forming a conglomerate to take over the world through control of the electrical supply to the planet. Naturally enough, you're expected to race to the rescue, and that's where you get down to the game proper.

## New and Old

The most immediate change between new and old *Spy Hunter* is the perspective, with the game now presented in lavish 3D and a camera seated behind your vehicle. It works well too, and allows the developers the chance to show off some decent graphics and, for the most part, a capable game engine. In terms of gameplay, it doesn't change the style of things too much. The core of it all is still all-out-fun, with reality thrown out the window. This means throughout the game

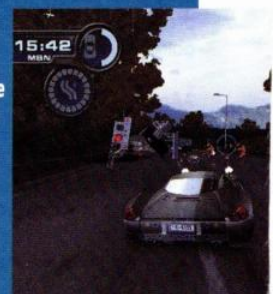
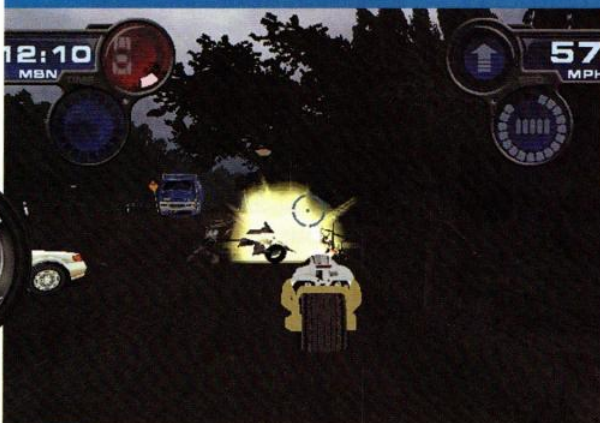
it's perfectly likely that one minute you're happily driving along, and a minute later you're water-based, hitting ramps in order to reach the latest objective in your mission.

It's a fairly linear game, even though it doesn't always feel that way, and it's one that plays out at a fairly frantic pace for the most part. The control system is sufficiently responsive and the learning curve is acceptable too, genuinely facilitating the kind of pick up and play fun of the original. It's hard not to enjoy

***"The control system is sufficiently responsive and the learning curve is acceptable"***

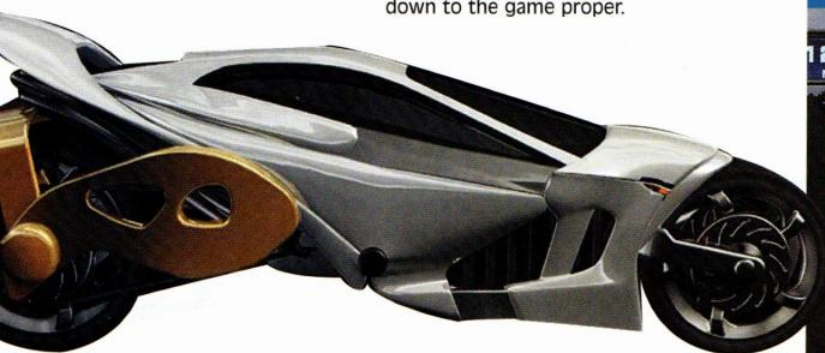
## Armed and Ready

*Spy Hunter* wouldn't be *Spy Hunter* without a sackful of weapons to choose from, and in this case there are both offensive and defensive selections in your arsenal. Many of them have to be earned by scoring well throughout the game, with the likes of unguided missiles, flame throwers, oil slicks and rail guns waiting to be added to your vehicle.

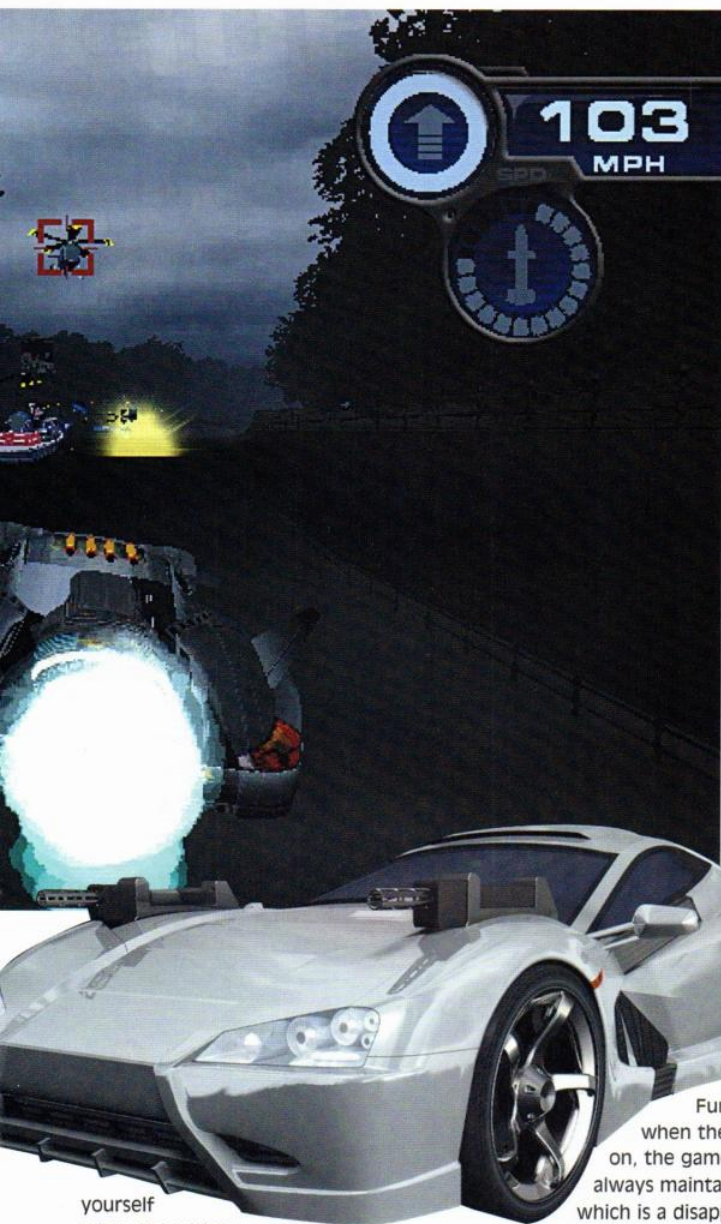


## UPPERS

- Pure, undiluted arcade fun
- Very easy to get to grips
- Enjoyable Multiplayer Mode



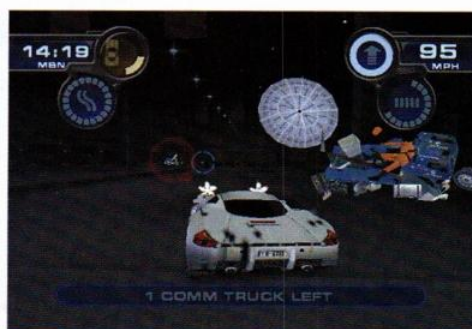




yourself when the action hits top gear, and whilst *Spy Hunter* may lack some of the sophistication and complexity of other modern-day driving titles, that's not necessarily a bad thing. Sometimes fun just needs to be straightforward and easy.

### Smashing Fun

However, this is not a game without weaknesses. Sometimes, for instance, due to the amount of things that can be happening on the screen at any one time, it can be really quite tricky to follow what's going on. There are times when you're shot at while trying to avoid colliding into obstacles, whilst also attempting to keep your speed up to meet the time limit imposed on each level, and it becomes slightly unfair.



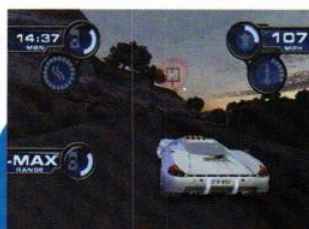
### Attack! Attack!

You always need your wits about you in *Spy Hunter*, as attacks can come from any direction. As your vehicle seamlessly turns from car to boat, so the enemies seem to follow. You encounter helicopters, ships that dump barrels of explosive, cars with Ben Hur-style spikes on the wheels, and nasty little gits who leave an oil slick in their wake. All that just to drive to the corner shop to get the bloody paper.

Furthermore, when there's a lot going on, the game engine can't always maintain the frame rate, which is a disappointment given the capability of the console it's running on. But still, overall thoughts are generally positive. It is a credit to Midway that they remember and embrace the arcade heritage of the original, and it is refreshing to have a vehicle-based game that throws simulation to the side and just delivers a thumping good ride. There's little chance that *Spy Hunter* will be challenging for any awards at the end of the year, especially as it adds nothing to the PS2 release that came out a full six months ago. But if you take it as sheer brain-free gaming entertainment it's hard not to like it.

**Simon Brew**

► Cool targeting system!



ON SALE: JUNE 2002  
PUBLISHER: .....  
...ELECTRONIC ARTS  
RUMBLE: .....YES  
PLAYERS: .....1-2  
ONLINE: .....NO  
GBA LINK: .....NO



### SSH TRICKY

A rave from the grave is brought kicking and screaming into the modern world. Simon checks out how well it drives...

**S**SSX Tricky is a detailed snowboarding game with plenty to see, but the control system is mediocre and the graphics have been butchered mercilessly for this sloppy port. The frame rate is dire in places compared to the PlayStation2 version. EA, you suck; the GameCube is capable of much more than the PS2.

SSX Tricky is still a reasonable game and good fun to play, but I expected more than this offering. Try before you buy! cliché-monger: Ed!

**Jamie Wilks**



### DOWNERS

- Nothing groundbreaking.
- Sometimes a little too cluttered.

### VERDICT

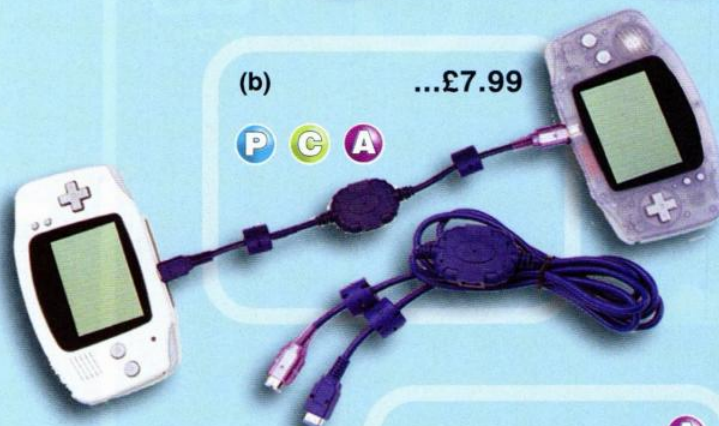
A welcome return for an old favourite, which just like the original, puts arcade fun at the top of its agenda.

77%

76%



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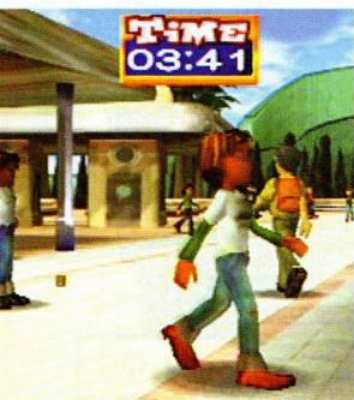




ON SALE: 3RD MAY 2002  
PUBLISHER: KEMCO  
RUMBLE: .....YES  
PLAYERS: .....1-2  
ONLINE: .....NO  
GBA LINK: .....NO

## UNIVERSAL STUDIOS THEME PARK ADVENTURE

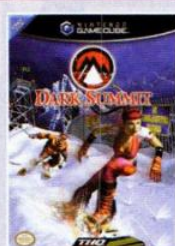
I bet you wished you'd stayed at home...



**W**hat a mess. The concept is cool – explore the Universal Studios theme park, solving puzzles and collecting dosh and stamps, which you use to open new areas and try out new rides. Pity they made a complete botch of it. *Universal Studios Theme Park Adventure* looks like it was ported directly from the N64. It's clumsy and awkward to find your way around, and the 'rides' (sub-games by any other name) are boring and simplistic. To cap it all, the trivia quiz is stupidly hard for kids, and hopelessly biased to American gamers. 'What year did Universal Studios Florida open?' screams the game. If it's anything like this, who cares?

Ian Osborne

28%



ON SALE: 3RD MAY 2002  
PUBLISHER: THQ  
RUMBLE: .....NO  
PLAYERS: .....1-2  
ONLINE: .....NO  
GBA LINK: .....NO

## DARK SUMMIT

A snowboarding game with a storyline?

**D**ark Summit is certainly a weird one. It takes your average snowboarding game and adds to it a plot and missions. This works better than you might think, but despite the lush visuals, *Dark Summit's* game engine is let down by shoddy physics and clunky controls.

Still, it is pretty fun to play, and worth a look if you like snowboarding games, as it's got wickedly huge levels and massive airs.

Jamie Wilks



70%



ON SALE: 3RD MAY 2002  
PUBLISHER: .....  
.....NINTENDO  
RUMBLE: .....YES  
PLAYERS: .....1-4  
ONLINE: .....NO  
GBA LINK: .....NO

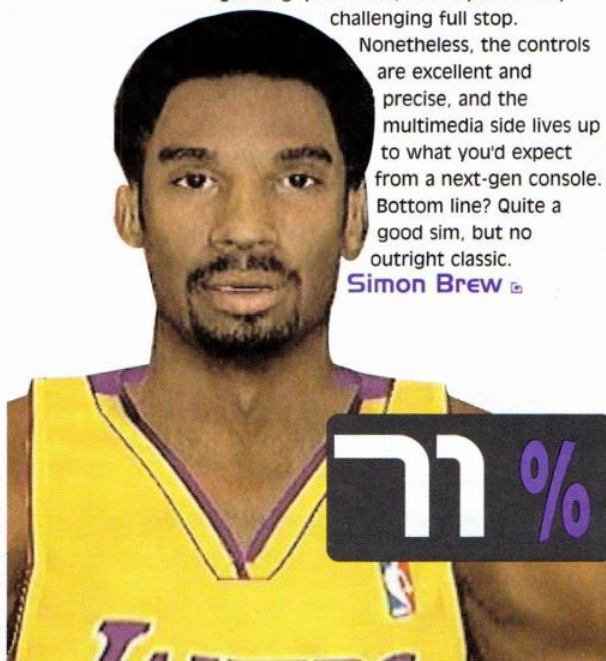
## NBA COURTSIDE

Does anyone buy basketball games over here?

**B**oasting excellent graphics and the by-now traditional TV-style presentation, *NBA Courtside* doesn't add an awful lot to the arena of basketball simulations, but nonetheless it's an entertaining enough sports game. It comes complete with various competitions to play, is married to a slick front end, and the game is fairly easy to get to grips. In fact, it isn't particularly challenging full stop.

Nonetheless, the controls are excellent and precise, and the multimedia side lives up to what you'd expect from a next-gen console. Bottom line? Quite a good sim, but no outright classic.

Simon Brew



71%



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# IMPORT ARENA

JONTI DAVIES REVIEWS THE CREAM OF THIS MONTH'S GAMECUBE IMPORTS...

## Language Barrier:

*Animal Forest Plus* is full of Japanese text. If you don't have a good knowledge of Japanese, you really need a guide or Internet FAQ to decipher the game's objectives.



▽ *Animal Forest Plus* uses the GBA link. Here it is in action...



## ANIMAL FOREST PLUS



### GAME INFO

PUBLISHER:

NCL

GENRE:

COMMUNICATION

90%



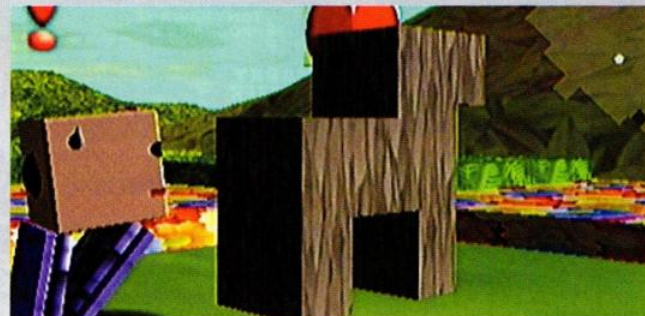
In Japan, where family values are upheld to a greater extent than in other affluent countries, games such as *Animal Forest* are very popular. They encourage communication and sharing. Thanks to the success of Nintendo's first *Animal Forest*, which appeared on the N64, a Plus edition has

been released in Japan for the GameCube. So far it's sold over 400,000 copies, and even without being able to fully comprehend it, it's not hard to see why... *Animal Forest Plus* takes you to the Titular Forest, where you must live alongside the animals that inhabit it. You interact with them on a daily basis, maintaining your

own little log cabin and performing all manner of tasks and chores in order to gain friends and fit in. *Animal Forest* isn't a multiplayer experience in the normal sense of the term, but up to four people can exist in the forest simultaneously, though only one can play at a time. This is where *Animal Forest Plus* comes into its own, and everything is rigged so that you can interact with each other's lives, either by sending letters to one another, leaving messages on the bulletin board in the town square, by giving gifts or by messing with other players' property. Though Nintendo is trying to move away from its 'kiddy' image to a certain extent, there's no getting away from the fact that *Animal Forest Plus* looks very childish, in a sort of Japanese-Sesame-Street-meets-Teletubbies kind of way. But it plays superbly, and it's packed with features that older gamers will appreciate, such as the Famicom and assorted games littered throughout the *Animal Forest*. It really is the perfect game for all the family, which makes the fact that it has no firm Western release even more disheartening.

## Language Barrier:

No English language option, but *Animal Leader* is perfectly playable provided you're able to distinguish 'yes' from 'no'.



## ANIMAL LEADER

### GAME INFO

PUBLISHER:

NCL

GENRE:

ADVENTURE

75%

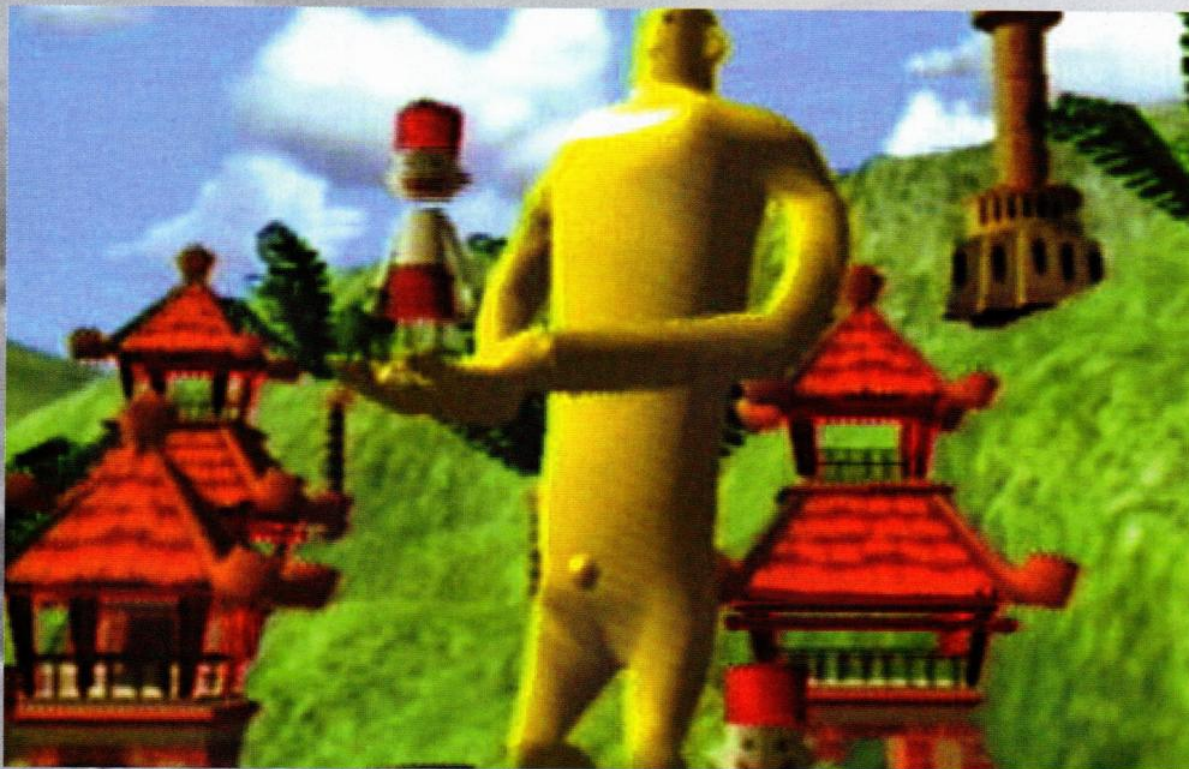
*Animal Leader* was supposed to be an N64 game, but Nintendo asked developer Marigui to upgrade it to a GameCube project and the developer duly complied with the Big N's wishes. Strangely, though, *Animal Leader* looks as if it could have been just fine on the aging 64-bit hardware. However, after a few hours' play, it becomes apparent that this really does deserve to reach a wider audience than the N64 could have

afforded it.

*Animal Leader* pitches you into a bizarre animal kingdom, and it's your obligation to ascend the evolutionary ladder by defeating other animals, by mating and by being a ruffian. With its weird graphics and eerie soundtrack, *Animal Leader* is unlike almost anything in recent memory. It could be pigeonholed as an adventure, but it would be more appropriate to term it an experience – how you evolve and

what you mutate into is at your discretion. Having said that, it's actually quite linear in a more general sense, with a clearly-defined path from start to finish. There's virtually no chance of *Animal Leader* ever being released outside Japan, so if you want something different, something that defies convention and that's a very engaging experience, *Animal Leader* is exactly that type of game. Bit weird, though...





# DOSHIN THE GIANT

## Language Barrier:

Certain objectives are clouded by Japanese text, but there's little here to deter would-be importers.



### GAME INFO

PUBLISHER:

NCL

GENRE:

ADVENTURE

# 90%

**N**intendo's 64DD, an ill-fated, Japan-only disc drive add-on for the N64, was home to two exceptional titles. *F-Zero Xpansion Kit* was a mighty editing package compatible with classy N64 racer *F-Zero X*; the other game was *Kyoji No Doshin* (which, literally translated, means *Doshin the Giant*). Doshin was, for all intents and purposes, the 64DD's mascot. Not one to let a good idea go to waste, Nintendo commissioned an update for the benefit of GameCube owners. *Doshin the Giant* has now arrived in Cube form, and the good news is that it's even better than the quirky original.

*Doshin the Giant's* gameplay concept is not dissimilar to that of Lionhead's *Black & White*. Which, coincidentally or not, was released shortly after the original Doshin game. As a giant who patrols a large island, you have the power to

inflict bad times on the island's inhabitants. Destroy their villages and wreck their land, and you become red in colour, evil in nature: a bad egg. Or, if you play along with what Nintendo really wants you to do, you cherish those little islanders, helping them in their quest for civilisation and warding off anything that might cause them harm. They love you and you love them and everyone is happy.

Its open-ended nature means *Doshin the Giant* can be very engrossing, and its style is yet another example of Nintendo daring to experiment. Gamers with UK consoles, hope for a UK release. It's unlikely to happen, but it's something worth hoping for. Importers, import!



## BATTLE HOUSHIN

Koei isn't being coy about its latest title *Battle Houshin* should be out in Japan by the time you read this. The game is an action adventure that looks vaguely similar to Capcom's *Maximo*. *Battle Houshin* has a Game Boy Advance link-up mode that's compatible with the GBA version. From the latest screenshots, it looks like it could be a stunner. We'll have a full review for you next issue.



## TIME TO RAVE

Konami has a new game ready for Japanese GameCube owners. *Groove Adventure Rave* is an adventure with the emphasis placed on doing battle with other players. In essence, it's a multiplayer RPG. Anyone with fond memories of three-player *Secret of Mana* will want to keep an eye on this four-player adventure. Check out our review in *G-Force* 2.



## JOIN THE Q

Importers have just started to modify Panasonic Q GameCube consoles (only available in Japan, these special Cubes play DVDs as well as GameCube games) to play DVDs from all regions – and even MP3s. Modification costs upwards of £50, but if you're a movie buff or an MP3 fan, it could be well worth the money.



## BIOHAZARD IMPRESSES FAMITSU CUBE

Prestigious Japanese GameCube magazine Famitsu Cube has been rating March's releases very highly. The GameCube remake of *BioHazard* (aka *Resident Evil*) scored an amazing 39/40, meanwhile *Battle Houshin* was awarded 35/40, and *Kyoji no Doshin* (aka *Doshin the Giant*) was rated 34/40. At this rate, *BioHazard* is going to sell more GameCubes than any other game so far.



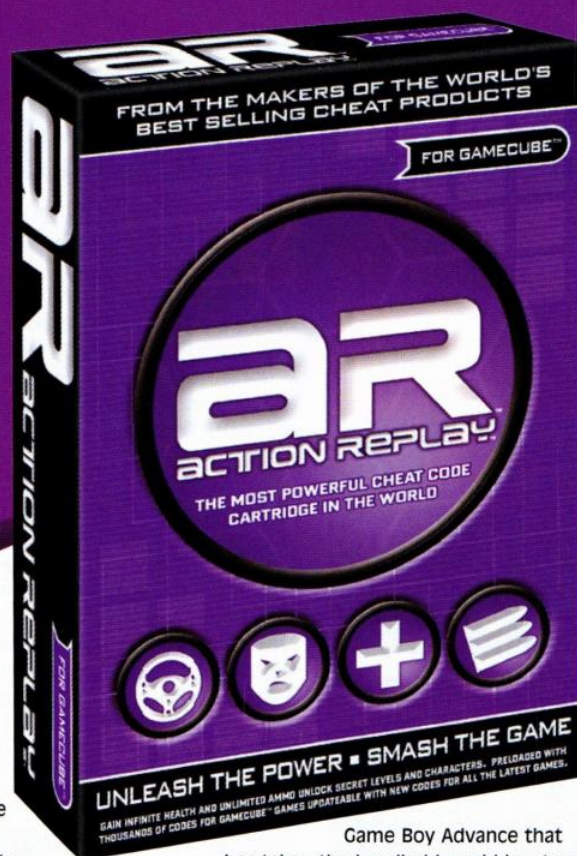


Datel is busting the Cube wide open with a series of sizzling game peripherals and performance enhancers. We paid them a visit to take a look at the Action Replay GameCube...

# datel Flies into Action!



**S**ince 1983, Staffordshire-based Datel has produced essential add-ons for the gaming scene's leading computers and consoles. From the original Action Replay cheat cartridge for the Commodore 64, to Action Replay 2 V2 for PlayStation2, Datel has been at the forefront of gamebusting technology, or 'Cheatware'. And now they're busting the GameCube wide open! Datel has lots of plans for the GameCube, some of which are still under wraps, but G-Force managed to glean some top secret information about the upcoming Action Replay GameCube...



## Action Replay in Action!

Datel's Action Replay cheat systems are the most successful game-training tools ever, and it's coming to the Cube. Action Replay for GameCube is already in development, and is due to hit the shelves some time this Summer. The development team are understandably cagey about how it works and what it will do, but they gave us a sneak peek at what is arguably the most eagerly-anticipated peripheral on Nintendo's shiny new console.

"Action Replay will feature loads of ready-to-activate cheat codes on a GameCube-sized disc, with a memory

card-like unit to store new codes", said Ali Yates, one of the brains behind the new game enhancer. Neat - judging by the capacity of Datel's Mega Memory 16x, there should be tons of room to pack in the cheats on the Action Replay's card. But what do the codes do? "Action Replay can do anything you want it to", he continued. "Beat games, blow them wide open with infinite lives, infinite health and more, or unlock bonus levels and new characters." In other words, it's a more powerful version of Action Replay GBX, a cheat device for the

Game Boy Advance that has taken the handheld world by storm. But what else can it do? "One idea for the future is a movie player that lets you view all the cut scenes from a game," said Yates. "We don't know how possible it is and how soon it can be implemented, though". Okay, that feature might not make the first version of the Action Replay GameCube, but given Datel's history of offering product updates to existing customers, that's no reason to hold back when it hits the shelves.

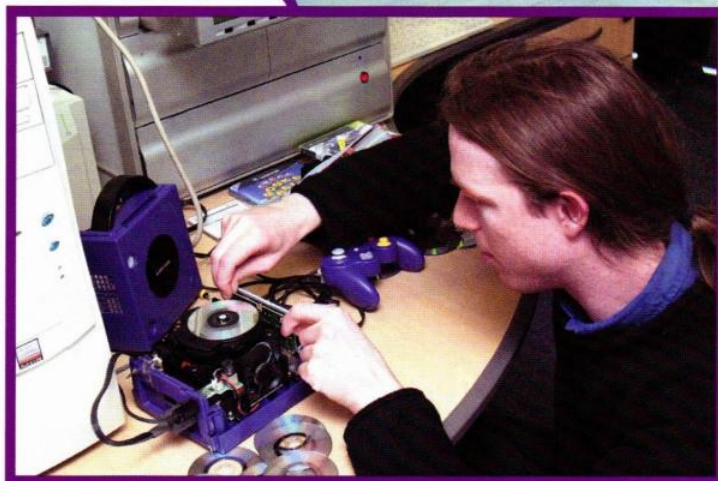




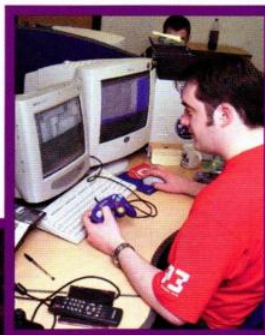
## Cracking the Codes

But what about the codes? How do they work? Where do you get them from? Let's ask Dattel's code animals, the guys responsible for training the games and feeding hungry users with cheats, codes and enhancements for all the latest titles. "Action Replay allows GameCube gamers to input special codes to cheat or train new games", said Code Finder General Rich Moscone, aka Code Monkey. "These are found on codejunkies.com and on our telephone hotline; or in G-Force of course", he smiles. But how do they work? "They change variables in the GameCube's memory," continues Rich. "This allows you to adjust elements within the game, such as unlocking levels, having infinite lives or even modifying the game's physics." Cool. So to gain infinite lives, the code animals use their own customised software on a PC linked to a GameCube to find the section of code within the game that sets your number of lives. When you die, another piece of code tells the game to reduce the number of lives you hold by one. This is where the code boys use the cheat code. By affecting that piece of code, instead of subtracting 'one' from the number of lives you have when you die, the game subtracts 'zero', meaning you never run out of lives. Or it could reduce your lives by one, and then add one back on again straight away. Or the subtraction routine could be over-ridden completely, so the number of lives you have is unaffected by your death. Which

method the code boys go for depends on the game they're training – thankfully, they deal with all this so we don't have to. To get infinite lives, the GameCube gamer just has to load his Action Replay and input the Infinite Lives code. But is sourcing codes really as complex as it sounds? After all, previous Action Replays for earlier consoles and computers let the gamer find his own without too much difficulty. "It's quite hard to produce codes for the GameCube because of the complexities of the games", said Rich. Fellow code finder Fabrice Faure agrees. "It gets more and more difficult to find codes with each generation of console, because the RAM expands, which means we have more memory to look at", he said. So it seems a built-in trainer might prove impossible, but with or without this feature, Action Replay looks set to become a must-have peripheral for any serious GameCube gamer.



△ Ali Yates gets inside the GameCube.



◁△ Cracking the codes with Richard Moscone and Fabrice Faure.

## Future Shocks

So what else does Dattel plan to release for our marvellous machine? Understandably the company's programmers are reluctant to reveal too much at the moment, but they offered a few tantalising hints on where they're going after the GameCube version of Action Replay is completed. "Our next product is possibly a device to transfer game saves from your Cube to your PC and trade them on the internet", offered Ali Yates, "similar to X-Port V2 on PlayStation2." And of course, Action Replay will feature constant improvements. "It will eventually be possible to download new cheat codes directly from the internet onto your Action Replay," he continued. Good job Dattel is considering an upgrade scheme for Action Replay gamers, then.

And beyond? Dattel isn't saying, but with GameCube internet a distinct possibility, a keyboard seems a likely choice – they built one for the PS2, after all. There was also an FM radio for the PS2 – how about a world band version for the GameCube? A Game Boy Advance emulator that lets you play Advance games on your TV, perhaps? Dattel produced a Game Boy Color emulator, Game Studio, on PlayStation2 so you never know. Whatever their plans, you can rest assured G-Force will be the first to bring them to you...

## Collecting the Codes

There are numerous sources of Action Replay codes. There's the Codejunkies Telephone Hotline on 09064 774477, their web site at [www.codejunkies.com](http://www.codejunkies.com) and, of course, G-Force. As soon as Action Replay for GameCube is released, we'll bring you all the latest codes for all the latest games.



FEATURE!



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# dattel Mega Memory 16x

From:  
**Dattel**

Type:  
**Memory Card**

Costs:  
**\$29.99**



Score:  
**98%**

**D**attel's Mega Memory 16x is the most essential peripheral on the GameCube to date, and plugs an enormous gap left by Nintendo's own official memory card.

After doing a great design job on the Cube, Nintendo shot themselves in the foot with a decent-sized cannon by making their memory card so small. It's only half a megabyte, which limits you to 59 save blocks. Fine if you're playing *Super Monkey Ball*, which only takes up two blocks per save, but most games are a lot harder on the memory than this – *Super Smash Bros: Melee* uses around ten blocks per save, meaning you're lucky to squeeze six save files onto a card before it's completely full. A save file for Acclaim's *All-Star Baseball 2003* can tip the scales at almost 300 blocks in some modes, making it literally impossible to save onto a Nintendo memory card, and Electronic Arts compromised the Franchise Mode of *Madden NFL 2002* so it would fit on a

single memory card. Nintendo's 59-block tiddler just isn't enough. That's where the Dattel Mega Memory 16x comes in. It's eight megs in size; that's 16 times the size of a Nintendo card. At the time of writing Nintendo hasn't announced the price of its own memory card (we should know by the time you read this), but in the States the Dattel card was twice the price (\$29.99) for 16 times the content. The MM16x uses no data compression techniques, so it's ultra-reliable, and it offers all its memory allocation in one chunk. This means you're not paging your way through 16 59-block sections to find your saves – you get all 1019 blocks in one big package. This means even the largest save files can fit on with ease. It's just as fast as the Nintendo card too – there's no dodgy delay between choosing to save and actually saving.

## The Cube's Memory Card Limitation - Accident or Design?

While developing the Mega Memory 16x, Dattel hit a snag. Although you can build a memory card as large as you like, because of the way the GameCube works, you can never fit more than 127 game saves on a single memory card. This is therefore due to the way the Cube works, not a design fault with the card. Dattel is currently working on ways around this limitation.

## Limited Saves?

As explained elsewhere, the GameCube will not allow more than 127 save files on a single card. This means a game like *Super Monkey Ball*, which uses two blocks per save file, can only be saved 127 times on a Mega Memory 16, even though the card would still only be a quarter full. This is annoying, but hardly a problem – you could only fit 29 saves on a Nintendo card. The MM16x's 1019 blocks give you an average of just over eight blocks for each of the 127 save files. As most games use between four and 20 blocks per save, and some strategy sims and sports games need well into the hundreds, it's extremely unlikely you'll run out of save slots before you fill your card. The 127-file limit just won't be an issue with the eight-meg Mega Memory 16, though future cards with 16 and even 32 megs should be reserved for the memory-hogging titles. See what we mean? Thanks to the limitations of Nintendo's official card and the heavy requirements of today's games, the Mega Memory 16x isn't just another third-party peripheral. It's an absolute necessity. With several GameCube games filling up an entire Nintendo card with a single save file and some proving literally impossible to fit, you'd be mad to miss it.





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# POST HASTE

Got something to say? Fire away! Every month we print the best letters from our bulging mailbag, and every letter printed wins a prize...

## CAN'T SEE THE WOOD FOR THE TREES...

I just wanted to say how worried I am about the quantity of GBA games there are. For once I'm not complaining because we have too few games – I think the GBA has too many. It seems some good games like *Kuru Kuru kururin*, and *Bomberman Tournament* are already getting lost among the rubbish, and this is only going to get worse in the year to come. With 200 games coming out this year alone, I think it's going to be a struggle to separate the good from the

bad games.

Also, do you have any idea when *Kirby's Tilt N' Tumble* will hit the UK stores? It seems like I've been waiting years.

**Bananaman**

**G-Force:** Interesting nickname, Bananaman. I see what you mean about separating the good games from the bad games, and it's a similar story on the GameCube too, but that's what WE'RE here for. We play the lousy games so you don't have to. Check out our reviews before buying – it makes no sense to spend £30-40 on a whim. Regarding *Kirby's Tilt N' Tumble*, we don't think it will

ever come out in the UK now, but you might get it on import. There's always the forthcoming GameCube/GBA link-up Kirby tilt game, though – that looks fantastic.

## CUBE ROUTE

The GameCube is great news, although it's somewhat tarnished by the fact it will cost £169.99 in this country, including on web sites like Amazon. I'm already getting an Xbox (my first choice), but at that price the Cube is a good investment. My worry is that Microsoft has a great margin for price reduction in the build up to Xmas, but Nintendo doesn't. I can't imagine the GC being cheaper than the launch price. Also the launch titles are nowhere near the quality of the Xbox launch titles. But I'm getting one to go with my GBA – lucky me.

**Dave Ponsford, Doncaster**

**G-Force:** Interesting thoughts, Dave. The Xbox is incredibly powerful, but the GameCube is more focussed on the needs of games developers. We think the Cube will win the battle of the next-gen consoles. We can't agree about the Xbox's launch games being far superior to the Cube's either.

Let's face it – apart from *Halo*, what REALLY shone on the Xbox? Sure, the Cube launch line-up wasn't as strong as we'd hoped, but the second wave looks terrific – watch out for *Pikmin*, *Super Monkey Ball* and *Super Smash Bros: Melee*. And we think you've lost the plot a bit when you imply the low price of the GameCube at launch is a bad

thing because it makes cost-cutting difficult. It's a pity we didn't get the GC for the promised £150, but even at a smidgen short of £170, it's still the cheapest console launch in years. The Xbox is stupidly expensive, which is why it's sold next to nothing in Europe and Japan.



## BRING ME SUNSHINE...

*Mario Sunshine*? Why bother? Judging by the screenshots and video footage we've seen so far, it's a great argument for a solar eclipse. I mean, what's the point of releasing a next-gen Mario game that looks like it's running on the N64? Makes no sense to me...

**B Wills, St Mirren**

**G-Force:** You're panicking too soon, mate. The reason *Mario Sunshine* looks like an N64 game is because many of the textures used at this stage are taken directly from the N64 – they'll be updated long before its released. We're just gutted it wasn't a launch title...





## QUESTION TIME

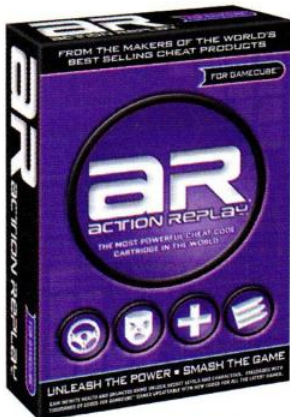
I have four things to ask you:

1. You say Action Replay codes get into a game and make it forget to take away a life when you die (for example). Would that affect the game in the future and make it forget things? Will it damage the games in any way?
2. My friends are all saying the GameCube is for little children and the Xbox is for teenagers and adults because it has more realistic games than the GameCube. They say the GameCube is full of non-realistic games like *Batman*. Do you agree with this?
3. Will any Game Boy Advance games be released on the GameCube?
4. I am a great fan of *GTA* games, particularly *GTA 3*. Will it ever come to the GameCube or even the GBA?

**Boki Ijacic, London**

**G-Force:** We'll take these questions in turn:

1. No and never. A GBA cart (and indeed a GC CD) is solid state. This means you can't ever permanently change the original program in any way. The Action Replay works by intercepting instructions between the game and the host machine, not by rewriting portions of the game itself. You can NEVER damage or permanently alter a game by using an Action Replay.



2. Why get so hung up on realism? There's nothing remotely realistic (or childish!) about this month's *Super Smash Bros: Melee*, but it scored 94% because it's fun to play. That's the bottom line – gameplay rules. Besides, the Cube has loads of 'realistic' games in the pipeline such as *18-Wheeler* and *Jane's Attack Squadron*, and is already the console of choice in the States for sports sim fans. Look out too for *Eternal Darkness* and the *Resi* games, which are not at all realistic but definitely not childish.
3. Possibly – *Ecks Vs Sever* is already coming to the PS2, so a GC release doesn't seem unlikely. With the GBA/GC link-up taking off, it seems more likely games will be developed for both machines side by side, though.
4. It's pencilled in for a GBA release, but no plans to bring it to the Cube yet. We hope this changes – it's a great game.

## PRICE FIXING

Why was the GameCube announced at around 250 Euros, which is around £150, and then increased to around £170? Can't Nintendo make their minds up? Also, why do we only get two launch colours, and a third to follow a month later? What if I don't



want a black or purple Cube?  
**Maggie Anderson, Swindon**

**G-Force:** Regarding the price, shops complained that at £150, they'd lose money on every GameCube they sold. But as you now know, since you wrote your letter, Microsoft cut the price of the Xbox by £100 and the big 'N' followed suit, reducing the Cube so the shops can sell them at an amazing £130! So our console of choice is now

£70 cheaper than the PS2 and Xbox.

We're not sure why you're so angry about the launch colours, though. Sure, more will be added later, but the ones we have look great. And how many other consoles give you a choice of colours at all?



## WOT, NO MARIO?

OK, where's Mario? This is the first Nintendo launch ever not to be accompanied by a killer Mario game. Remember the N64's *Mario 64*, which shifted a lot of consoles in its day? It was a tremendous game released at just the right time, and really got the N64 in the news. OK, the console didn't do brilliantly afterwards, but that was because the games were too expensive compared to the CD-based PlayStation. Nintendo learned that lesson – the GameCube uses CDs, but they missed a golden opportunity to sell the machine on the back of their most famous character. It was bad enough that the GBA's Mario launch title was a NES remake instead of a new game, but nothing at all on the GC? Give me strength...

**R Supward, Tonbridge, Kent**

**G-Force:** Yes, we're surprised too. *Luigi's Mansion* is a good game, but not a

fantastic blockbuster. *Mario Sunshine* could be good, but it's ages away yet, and the only other forthcoming Mario marvels are *Tennis*, *Golf* and *Kart* – updates! We could really have used a corking Mario platformer on Day One of the Cube, but it's not to be.

## MUSIC WHILE YOU FIGHT?

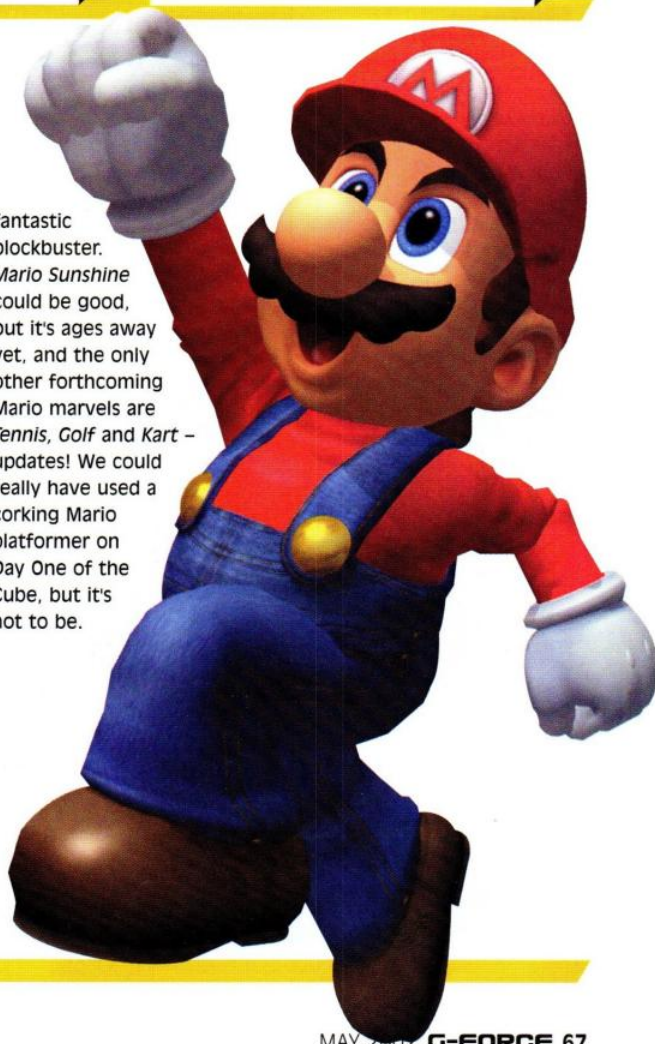
The Datel Game Boy Advance music player looks amazing. I can't wait till it comes out, although I bet it will cost loads. It will great to have all my favourite songs on my Game Boy Advance. Will you need to have a MP3 player to use it? I have another question which I'm dying to find out. Will Nintendo be making a *Super Smash Bros* for the GBA? It was amazing on the Nintendo 64 and I think it would be amazing on the GBA.

**Billy Cliften, Bournemouth**

**G-Force:** We've no idea what the Datel GBA music player will cost yet, but it won't be loads – our guess is around £25. And no, you don't



need an MP3 player to use it. The device itself is your music player. I'd invest in some stereo headphones, though. Who wants to play hit singles through the GBA's solitary speaker? Regarding *Super Smash Brothers* on the GBA, there's no plans yet, but it's coming to the Cube as *Super Smash Bros: Melee* – see Page 46 for a full review. An Advance version would be the next logical step, so keep your fingers crossed...





## BLOOD FOR SUPPER

I love the *Resident Evil* series of games, and was delighted to see they're coming to the GameCube, but my delight turned to disgust when I realised the 'Cube's *Resi* game is a remake of the very first *Resident Evil* on the

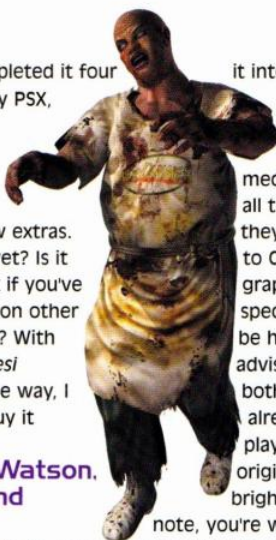
PlayStation. I completed it four times on my trusty PSX, and have serious misgivings about buying it again just for tarted-up graphics and a few extras. Have you seen it yet? Is it worth a look if you've bought it on other machines? With no new *Resi* games on the way, I might just buy it anyway.

**Andrew Watson, Sunderland**

**G-Force:** In a word, 'no'. We've played it on import, and although Capcom moved a few monsters to prevent the game getting too predictable for those who played it, the puzzles are the same and looking somewhat dated now. Its environments were never particularly logical. I mean, breaking off an arrow-head and pushing

it into a hole in a headstone to open a crypt? People build lock mechanisms like that all the time, don't they? Got to hand it to Capcom – the graphics are spectacular, but to be honest, we'd advise you not to bother if you've already played the original. On a brighter

note, you're wrong about there being no new *Resi* games in the pipeline. *Resident Evil 0* and *Resident Evil 4* are coming late this year or early next, and they're 100% new and GC-exclusive. And *Code Veronica*, the Dreamcast's *Resi* game, is on its way to the Cube too...



## SHOOT TO THRILL

Are there any first-person shooters coming to the GameCube?

**Matthew Hemmings, Isle of Wight**

**G-Force:** Sure there are. Codemasters has announced *Shoot to Kill: Columbian Crackdown*, and Vivendi are bringing the *Die Hard* films to the Cube in a corking FPS,

*Die Hard Vendetta*. We're hoping for a version on *Unreal Tournament* too. It's already on the PlayStation2, and with the GameCube modem in development, Infogrames would be barmy not to give us this online deathmatch epic.



## MY BEAUTIFUL CUBE...

I've just bought my GameCube on import and I LOVE it! It looks absolutely amazing, and fits neatly under my telly, next to the video. I'm glad the games come in DVD cases too, as the cardboard boxes used for the N64 and Game Boy Advance look tatty after a while. The joypads are, em; a joy to hold – everything is easy to get to, and it's super-comfortable. Compare this to the hideous, bloated Xbox with its

bulky, awkward pads. Well done Nintendo!  
**Arnold Williams, Wolverhampton**

**G-Force:** Agreed, enthusiastically. The consoles that succeed tend to be the ones with decent joypads. Compare the PSX pad with the Saturn's, for example. Yet another plus for the GameCube.



## GLOBETROTTING

If I journeyed to the four corners of the globe, I'd never find a company as stupid as Nintendo.

**Malcom Andrews, Rotherham**

**G-Force:** How can a globe have four corners?



Now's your chance to have your say on all things GameCube and Game Boy Advance. What do you think of the new-look mag?

What's the best launch title on the Cube? What games would you have liked for launch, but didn't get? Every letter printed wins a CodeJunkies T-shirt (state medium or large), and the Star Letter bags an Interact joypad for the GameCube. Send all your luscious letters and pretty pics to:

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With a flick of his wrist, his Bat-arang snaked across the midnight sky, sending a dart of moonlight flashing across the alley as it wrapped itself around a chimney. Batman's mission would soon be over. Throwing his backpack over his shoulder, he clutched the rope now secured to the chimney and swung for the opposite wall. Climbing a few feet, he peered through a crack in the curtains and saw young Jimmy asleep. "Well, I've got the right house", he thought. "Now I'd better make my move"...

With the lithe dexterity of an Olympic athlete, Batman slid down the rope and onto the canopy covering the front door. Looking right and left to ensure no one was watching, he took a small, rectangular package from his Bat-pack and posted it through the letterbox. "Only three more to go", he thought, "and all the prizes from the G-Force Ubi Soft competition will be delivered"...

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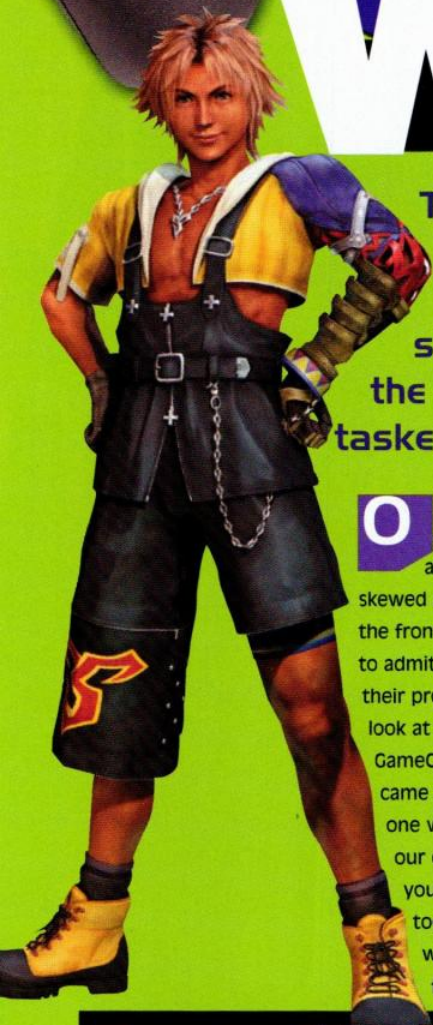
Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 8th May 2002 and close at midnight on 12th June 2002. The editor's decision is final and no correspondence will be entered into.





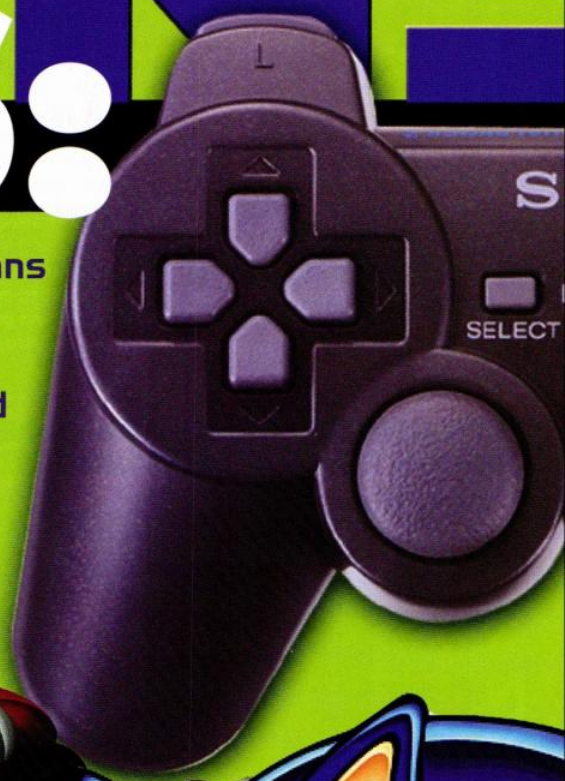
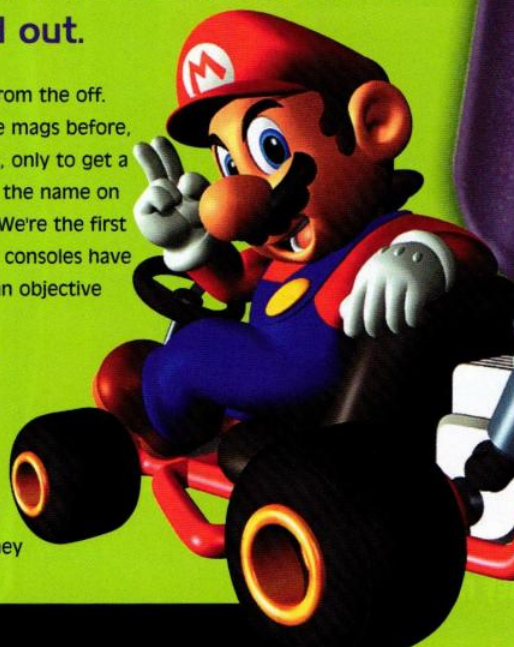
FEATURE!

# CONSOLE WARS:



The launch of the GameCube in May means it will be the last of the current generation of consoles to hit the shelves. So with Xbox, Playstation 2 and the GC fighting out, which is the best? We tasked Simon to find out.

**O**kay, let's get the rules clear from the off. You've read articles in console mags before, arguing over which is the best, only to get a skewed answer pointing you towards the name on the front of the magazine. Not here. We're the first to admit all three of the big next-gen consoles have their pros and cons, and this will be an objective look at them all. We rely on the GameCube for our jobs, and if push came to shove, it's genuinely the one we'd choose ourselves. That's our cards on the table. But when you look at the three machines together, are we the only ones who wish we had enough money for the lot?



## Spec Watch

|                                   | Xbox          | PS2        | Game Cube   |
|-----------------------------------|---------------|------------|-------------|
| <b>Manufacturer</b>               | Microsoft     | Sony       | Nintendo    |
| <b>CPU</b>                        | Intel 733MHz  | 294MHz     | 485MHz      |
| <b>Graphics</b>                   | 300MHz Nvidia | 147MHz     | 162MHz      |
| <b>Storage</b>                    | 8GB HD        | 4x DVD     | 4x DVD      |
| <b>On board memory</b>            | 64MB          | 32MB       | 40MB        |
| <b>Polygons per second</b>        | 150 million   | 75 million | 12 million  |
| <b>Memory Bus Bandwidth</b>       | 6.4GB/sec     | 3.2GB/sec  | 3.2GB/sec   |
| <b>Floating Point Performance</b> | 80GFLOPS      | 6.2GFLOPS  | 10.5GFLOPS  |
| <b>DVD Movie Playback</b>         | Yes           | Yes        | No          |
| <b>Internet</b>                   | Included      | Add on     | Add on      |
| <b>Controller Ports</b>           | 4             | 2          | 4           |
| <b>UK Launch</b>                  | March 2002    | Nov 2000   | May 2002    |
| <b>UK Launch Price</b>            | £299          | £299       | Around £130 |



# SOLE

## LET BATTLE COMMENCE!

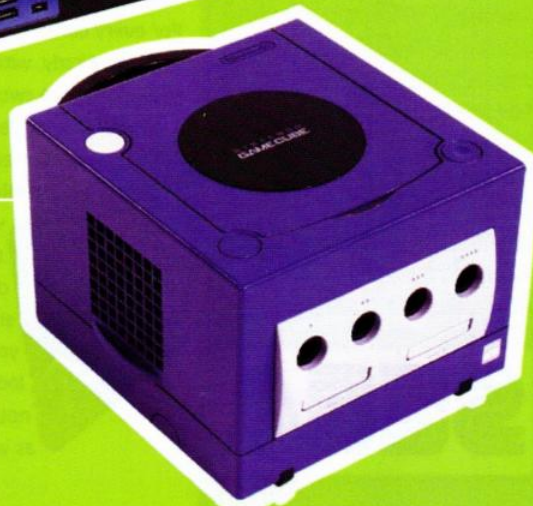
### The Hardware

So we kick off with Microsoft's beast of a machine, easily the largest (in terms of physical size) of the next-gen units, unsurprising being as it's effectively a PC in a box. It has plenty going for it too, not least the hundreds of millions of pounds being invested in the project by software

giants Microsoft, who no doubt keep the fires stoked in their lavish headquarters by shoving another bundle of tenners on the flames. On paper, there's little doubt that in terms of sheer processing power, the Xbox is the strongest of the three machines. It boasts an Intel 733MHz processor at its core, which gives it more sheer horsepower than its competitors (although PC owners will happily point out Intel chips generally don't compare well to their AMD rivals). Furthermore, the package is then enhanced with a 300MHz GPU from Nvidia to give the graphics that extra kick. And then, sadly, the whole package is lumbered with a price tag that puts it out of the range of most gamers.

Then there's the PlayStation2, which is the out-and-out favourite to win the hardware wars in terms of sheer sales (as confirmed by every piece of research into the console battle). Clearly the PlayStation brand has a very obvious advantage, although to be fair the PS2 is no mean piece of kit. Much has been made of its Emotion Engine, of course, and it's customising like this that helps Sony get so much out of it. On paper, it looks barely able to compete with an entry-level bog-standard PC, but the performance developers have been getting out of it is ample demonstration of the targeted, capable specifications inside the box.

Finally, there's the Cube. Nintendo has been very up front with the fact that their machine is for games, pure and simple. As such, some of the power needed to drive the likes of DVD playback simply isn't needed, so Nintendo has put together a specification entirely intended to get the very most out of games. As you'd expect for a machine half the price, the hardware isn't up to the standards of the Xbox in terms of numbers, but with core processing power just short of 500MHz, it's more powerful than the PS2 in that respect, as well as being more targeted to developers than the Xbox in terms of its overall spec. Plus it's a very compact unit that doesn't need much space in your home.



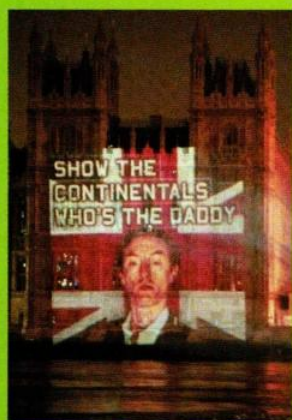


# The Software



The software is where the might of Nintendo really kicks in. Since the early '80s and arguably even before, one thing Nintendo gets spot-on is the quality of the software they develop. Out of the three companies challenging for the console crown, they're the only ones who have an active history in games development, generating great game series such as *Mario*, *Pokémon* and *Zelda* along the way. In the past, and particularly with the N64, they've been criticised for not making sure there's enough games out there, but the more simplified and straightforward development and licensing for the GameCube means that isn't going to be a problem this time round. As with the other machines, all the key developers are looking towards GameCube, and the launch line-up in the UK will feature over 15 titles, including *Luigi's Mansion*, *Star Wars Rogue Leader* and the usual multi-format titles such as *Crazy Taxi*. In terms of GameCube exclusives, this is where Nintendo comes into its own. Their chief early coup was to persuade Capcom to make the *Resident Evil* series GC only, and if the upcoming movie is any good (which we doubt), it could prove to be an even more timely deal. Yet Nintendo generates enough exclusives of their own anyway, and we can look forward over time to the likes of *Mario Sunshine*, *Mario Kart GC*, *Zelda GC* perhaps even a return for

## The One that Never Was



Of course, the next-gen console war was supposed to involve the old warhorse Sega. Sadly, it didn't all go to plan, and this year Sega released their last game for their underrated Dreamcast console in the form of *Phantasy Star Online 2*. Whilst the Dreamcast wasn't anything special technically – only being able to go under 'The Most Powerful Console On Earth' tag until the PS2 was launched – it did have a superb selection of quality games to choose from, arguably better than the PS2s. The silver lining is that Sega has moved full time into software development, and the GameCube will see the fruits of their labours with a *Sonic* game as one of the earliest titles on the roster. So whilst the Dreamcast didn't deserve to get so royally thumped by the PlayStation2, the Sega name does go on.

# SEGA



△ Super Smash Bros Melee shows the power of the Cube.

*Pilot Wings*. There'll certainly be a *Pokémon* outing. Make no mistake, Nintendo knows the value of games exclusive to one format, and the benefit of being a developer themselves is that they've got all the expertise required to make them. Microsoft, however, is attacking from a standing start, and whilst the capture of the *Abe* series of games as Xbox exclusives was no bad thing, it's hardly a mascot with the gravity of *Sonic* or *Mario*. Nonetheless, the processing power allows the Xbox at the moment to bring previously-computer-only titles over to their machine, and thus *Championship Manager* is a substantial launch day title. *Halo* is the game that's rightly been winning the plaudits, though, and whilst it's definitely being published on the PC too, it's unclear at this stage as to whether any other machine

## Other Considerations

For every console, you need to consider the basic add-ons. Firstly, with the PS2 if you're looking to play with more than two people, you need to get yourself a multi-tap. It's very poor that with more and more games offering solid split-screen multiplayer gaming, Sony released the console with only two joystick ports so they could flog a few multi-tap devices and make a few more shekels. Don't forget too that if you follow the PS2 route, you're looking at spending another 30 notes for a memory card as well if you want to



save your games. Mind you, for 20 quid, Dattel's DVD Region X product means the machine can play DVDs from across the globe, and that's no bad thing. With the Xbox, and this is no exaggeration, you need to consider the physical space to store the unit. Make no mistake, this is no small machine. There's also the consideration that it'll cost nearly double the competition, and this is the one machine that's not yet conquered Japan, arguably the key market for gaming as that's where so many killer apps are developed. Nintendo and Sony already have their feet well under the table in Japan, but as Sega found to their cost, if you don't win over the



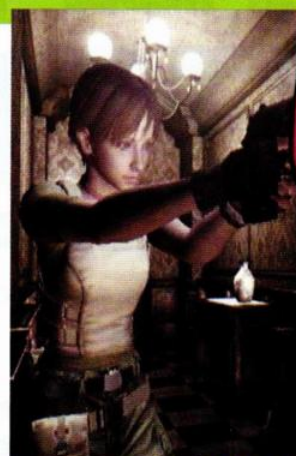




△ halo, the Xbox's best launch game.



▽ Metal Gear Solid and Resident Evil.



▷ GTA 3 is a controversial PlayStation2 hit.

will benefit. For the most part, Microsoft – as Sony once were – are entirely in the hands of third-party developers for their killer apps, which is a risky strategy.

Sony found that out with the launch of the PlayStation2 after all, as a series of mediocre and unspectacular titles littered the first year of the console's life. Mind you, Sony then pulled out their trump card, *Gran Turismo 3*, and this was quickly followed by excellent games such as *Pro Evolution Soccer*, *Time Crisis 2*, *Grand Theft Auto 3* and *Metal Gear Solid 2*. The one thing in Sony's favour, which they make the most of, is that as their machine is the most commercially successful, it will attract a greater quantity of games than its rivals, and finally the quality of some of the output has improved to the point where true gamers can

embrace the PS2. In the coming months, titles such as *The Getaway*, *Final Fantasy X* and even quirky titles such as *Parappa The Rapper 2* should keep PS2 owners happy.

## So Which One, Then?



At this stage, until we're more sure about its user base and until the price comes down to something more competitive, we're giving the Xbox a miss. Despite the awesome *Halo*, the machine is a little too rich for our tastes, and we're not surprised that industry pundits expect it to finish in third place across Europe. It's a good machine, don't get us wrong. We're just adopting a wait and see approach. As for the PS2 and the GC, well that's a much tighter call. What swings us over to Nintendo in the end is the ultimate factor that sells a console – although Sega would be inclined to disagree – and that's the software. Nintendo's pedigree for producing cracking game after cracking game is virtually unrivalled, and we simply can't bear the thought of missing out on next-gen versions of *Star Fox*, *Super Mario*, *Mario Kart* and *Super Smash Bros*. What we're impressed about with the GC is the broad spectrum of titles – Nintendo has previously been accused of following a strictly family route for their games, which generates the numbers but can isolate the bloodthirsty hardcore gamer. That's why the signing of *Resident Evil* was such a turning point, and Nintendo have been keen to point out that this is a console for everyone. We could well agree. Whichever console you choose, there's never been a better time to be a gamer. Big companies are fighting harder and harder for your pound, and to win it, they're going to have to raise their game and be that bit more competitive with their pricing. Having seen the release lists for the next year and beyond for all the key gaming machines, we can't be the only ones wanting to book a year or two off from work.

Simon Brew

15

Eastern gamers, it's hard to win over the world. The Microsoft name is clearly a stumbling block to some as well, associating the company more with making nice spreadsheet programs than cutting-edge games.



Those of you who own Game Boy Advances, and we know that's plenty of you, would do well to consider the link-up options with the Game Cube too. Nintendo have been quite savvy about this, letting you use a GBA as a controller for the GC, and effectively letting you link up your two pieces of hardware to get more out of both systems. Oh, and don't forget the GC comes in different colours too!



~~£47.88~~  
**£29**



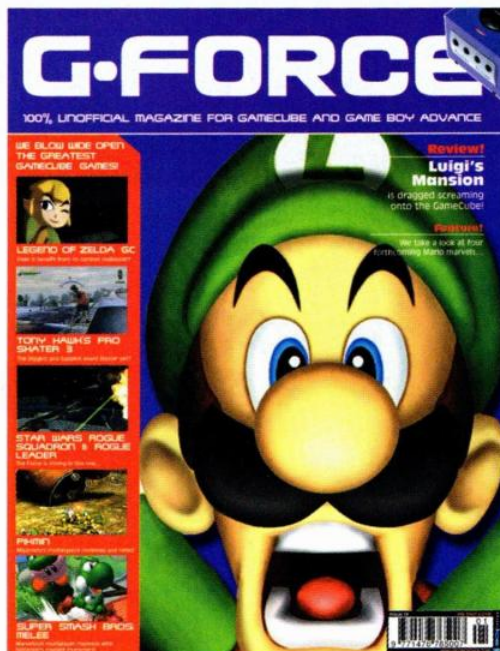
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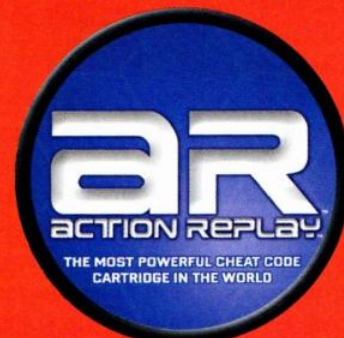


2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



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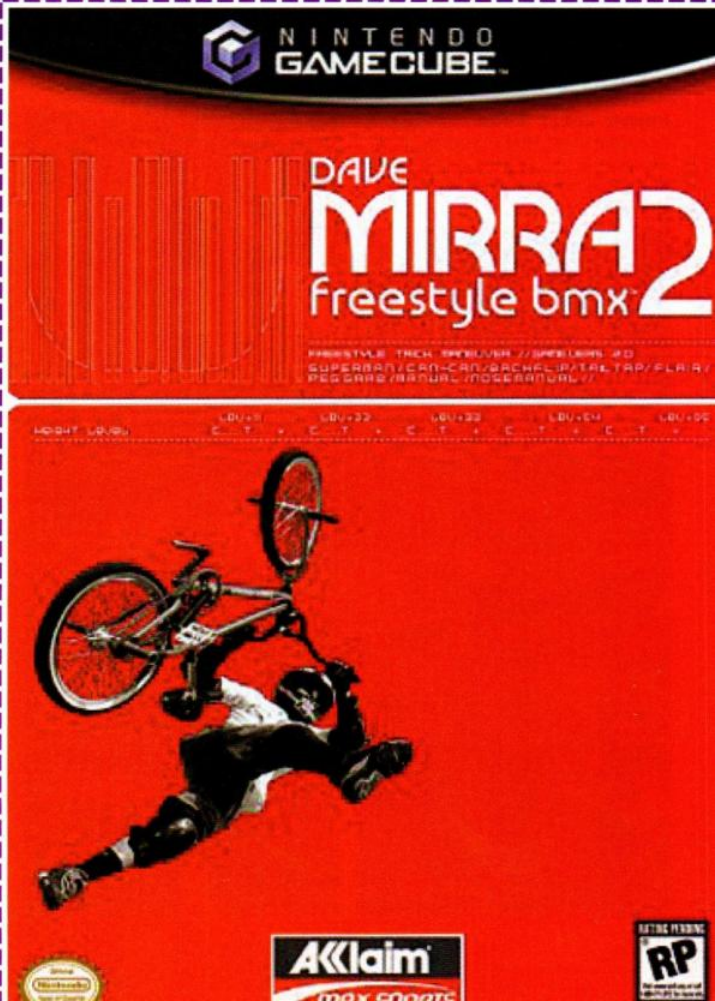
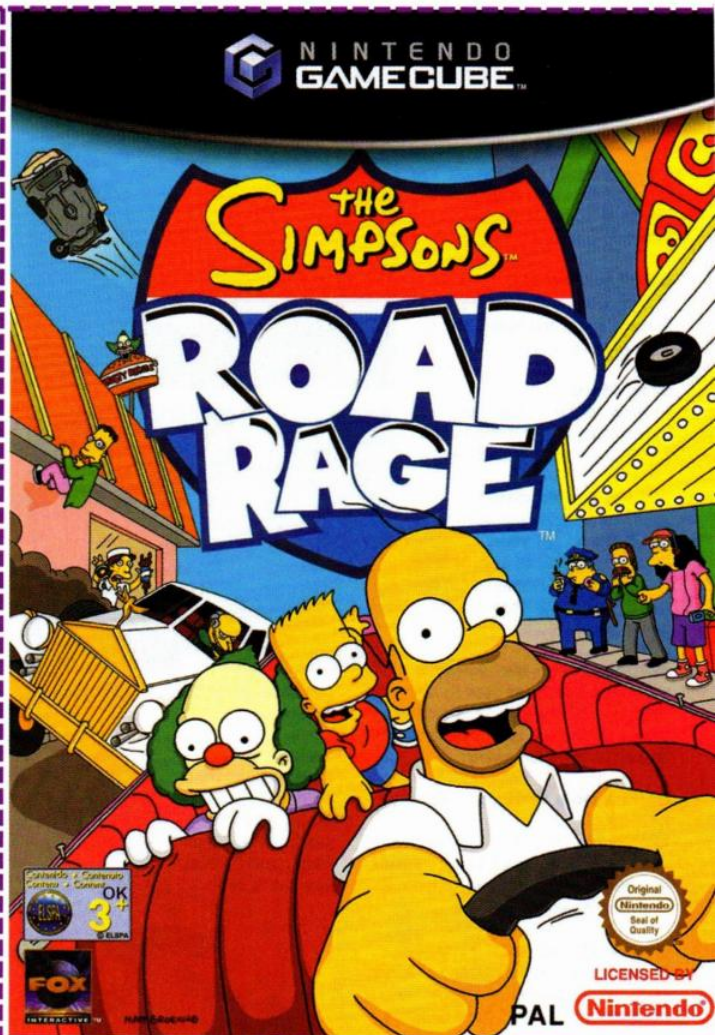
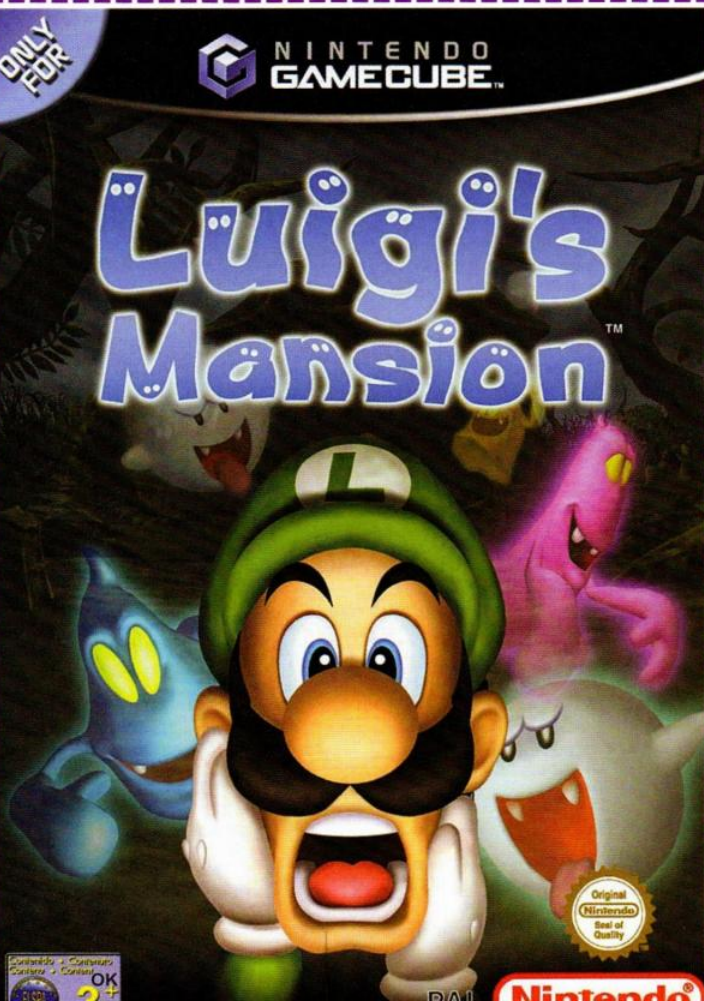




Two young boys were spending the night at their grandparents'. At bedtime, the two boys knelt beside their beds to say their prayers when the youngest one began praying at the top of his lungs, "I PRAY FOR A NEW BICYCLE AND A NEW NINTENDO GAMECUBE". The older boy leaned over and asked the other, "Why are you shouting? God isn't deaf." The little one replied, "No, but Grandma is!"



**In Japan, Super Smash Bros: Melee on the GameCube outsold Metal Gear Solid 2. And the Xbox console bombed!**









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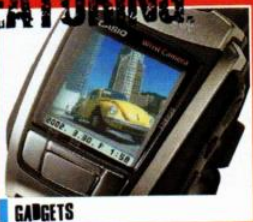
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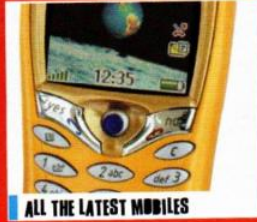
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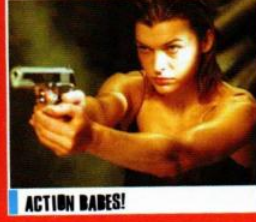
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# introducing RATED

Welcome to your free 11 page RATED, a mini version of a whole lotta magazine coming out later in May. We have lots for you to browse through, whether you're interested in babes, gadgets or the latest clothes, this is the magazine for you!

Enjoy!



Editor  
Ben.keen@thinimedia.co.uk

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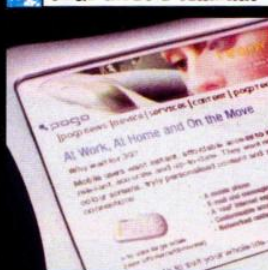
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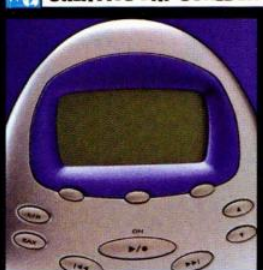
### #2 POGO MOBILE TERMINAL



What we say: 'It's a mobile phone, a web browser, an MP3 player and a notebook. This incredible gadget is made in good old Blighty meaning we can buy it before anyone else!'

Check out all the latest hardware, gadgets, office toys, bits for the ladies, Stuff and Nonsense from page 84

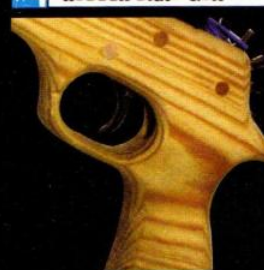
### #3 CREATIVE BAP JUKEBOX



What we say: Instead of lugging your entire CD collection around on a donkey, why not buy one of these bad boys? Looks like a CD player, plays like a dream

For more information check out [www.creativelabs.com](http://www.creativelabs.com)

### #4 RUBBER BAND GUN



What we say: 'This wooden weapon, styled after the Colt 45 pistol, can rapid-fire 12 rubber bands and comes with a spare gun for your opponent - plus a bag of 'ammo.'

Check out all the latest toys for the office and for wounding friends in Stuff and Nonsense - from page 84

### #5 BILLABONG HOODIE



What we say: 'Billabong's new hoodie is a pleasure to wear, look at and adore. Obviously quality design comes as standard. Ideal for after-surf warming up or just casual use.'

Check it out the latest threads: turn to page 88 for the full review and make up your own mind.



# TOP 10 RATED

## TOUGHEST TV AND MOVIE ACTION BABES



EVER WONDERED WHAT WOULD HAPPEN IF JANEWAY, RIPLEY AND BUFFY KICKED OFF? WE DO. HERE ARE THE RESULTS IN A TOP 10 ACTION BABES CHART!

### #3 TRINITY

FROM: The Matrix - Revisited, Out now.

PLAYED BY: Carrie Anne Moss

WEAPON/S OF CHOICE: Handgun, Berretta.

ALSO USES: A lot of high kicks and fists. Known to handle machine guns too and belt you with an elbow.

MALE VERSION: Keanu of course, her partner in face kicking fun. Soon to be seen doing it again in Matrix II

### #5 BUFFY

FROM: Buffy The Vampire Slayer.

PLAYED BY: Sarah Michelle Geller.

WEAPON/S OF CHOICE: A long hard sharp stake or whatever's handy to stab some ghoul with.

ALSO USES: Her feet and fists in cartoon TV fight scene fun. It's that bloke from the coffee adverts!

MALE VERSION: Angel, the bufsters vampy boyfriend.

### #7 CAPTAIN JANEWAY

FROM: Star Trek Voyager PLAYED BY: Kate Mulgrew

WEAPON/S OF CHOICE: Phaser or one of them rifle jobs. Unlike Jim, Jane avoids punching aliens if possible.

ALSO USES: A lethal combo of hairstyles, she can stun an alien at 20 paces. Though the bob worked for us.

MALE VERSION: Jean Luc Picard. Obvious really. Any half hearted Trekkie/serial killer knows that!

### #9 SYDNEY PRESCOTT

FROM: Scream PLAYED BY: Neve Campbell

WEAPON/S OF CHOICE: Running, screaming and Olympic knife dodging. Flexible back and all that.

ALSO USES: A gun, usually in the films climax to nail the bad guy, then again when he jumps to life...again.

MALE VERSION: Alex Browning, the death dodger in Final Destination. That kids got problems.

# TOP 10 TV AND MOVIE BABES



### #1 RIPLEY

FROM: Alien movie series PLAYED BY: Sigourney Weaver

WEAPON/S OF CHOICE: Flamethrower, pulse rifle, harpoon gun.

ALSO USES: Cargo/weapon loader. A bit slow on the punch though.

MALE VERSION: John McClane, a die-hard have-a-go hero - minus the aliens.

### #2 HU LI

FROM: Rush Hour 2 PLAYED BY: Zhang Ziyi

WEAPON/S OF CHOICE: Feet. As lethal as in Crouching Tiger, Zhang kicks butt very hard.

ALSO USES: Guns, lots of big ass guns and spears too. Screams alot, which is good.

MALE VERSION: Jackie Chan, but she's probably a little faster than the Chanster. Sorry Jackie.

### #4 YU SHU LIEN

FROM: Crouching Tiger Hidden Dragon

PLAYED BY: Michelle Yeoh

WEAPON/S OF CHOICE: Sword, feet, hands and anything not screwed down. She'll kill you with a carrot.

ALSO USES: Huge poles, spears, axes and anti-gravity boots apparently. Soon to be seen in Matrix II.

MALE VERSION: Chow Yun Fat, of the same film.

### #6 XENA

FROM: XENA: Warrior Princess PLAYED BY: Lucy Lawless

WEAPON/S OF CHOICE: A bloody great sword and lethal twirly round thing. Wassat?...oof!

ALSO USES: Her feet and fists in a kind of kung-fu type thing...cool. Can take out multiple enemies with a scream.

MALE VERSION: Hercules, another channel 5 favourite.

### #8 SARAH CONNOR

FROM: Terminator PLAYED BY: Linda Hamilton

WEAPON/S OF CHOICE: An M16 rifle, knife and teeth shattering thump. Muscular arms put men off too.

ALSO USES: High velocity shotgun and tight vest to confuse robot-types. Underarm hair. Sweaty.

MALE VERSION: Grizzled Vietnam vet Chuck Norris shares the same facial hair and snarly acting skills.

### #10 LARA CROFT

FROM: Tomb Raider PLAYED BY: Angelina Jolie

WEAPON/S OF CHOICE: Two hip holstered hand pistols.

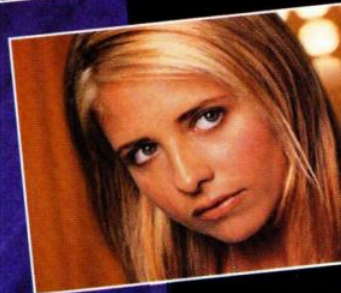
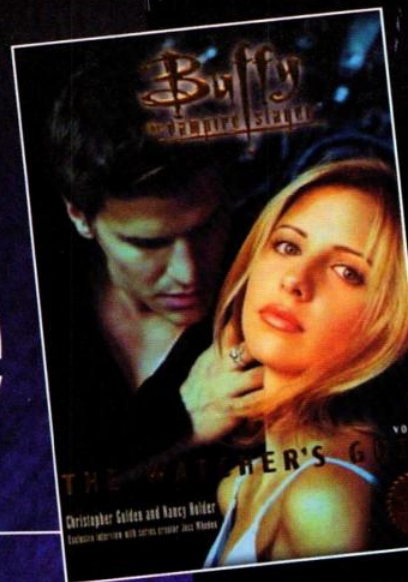
ALSO USES: Uzi, shotgun and a swift kick to the baby factory...oof. She can also clock you whilst staring at boobs.

MALE VERSION: Indiana Jones of course, though - he doesn't have the boobs or the CGI budget.



RATED  
MEETS

# sarah michelle gellar



# buffy the vampire slayer

DISCOVERED BY AN AGENT AT JUST FOUR YEARS OLD, SUED BY MCDONALD'S IN 1982 AND NOW CASHING IN \$75,000 PER EPISODE FOR HER ROLE AS BUFFY THE VAMPIRE SLAYER, SARAH MICHELLE GELLAR TALKS TO RATED ABOUT LIFE SO FAR AND HER PLANS FOR THE FUTURE...



## buffy has kind of a unique high school experience.

What memories do you have of your own time in school?

I had an amazing time at high school and I think that the reason for that was that I went to a high school that wasn't about conformity. It really stressed being an individual and personal freedom.

It must have been hard to have a career as an actress and be a schoolgirl at the same time.

I think 'tortured' would be the right word. I didn't have any friends in junior high school because I was different. I left for six months to do a Neil Simon show and when I got back, I just thought everything would go back to the way it was. But, everyone said, 'Well, you left for six months - you think you're gonna come back and we're just gonna be your friends again?' And I had no concept that was how it was. I had two friends in junior high school and that was it.

"Buffy the Vampire Slayer" has captured the imagination in a big way.

How is it that the show manages to make the whole area of the supernatural seem so real?

I think what makes 'Buffy' so real is how much we put into it and how much we believe. When I'm standing on that set and that monster is coming at me, it's as real as anything can be at that moment. So when I go home, I'm a little shaky and have a lot of nightmares.

There's not much that scares Buffy. But what scares you?

When I was younger, I used to totally fear that a kidnapper was going to climb up to my twelfth story window using suction cups like Spider Man and kidnap me. And I have an irrational fear of cemeteries and being buried alive.

Didn't you have to do a "Buffy" episode where you were buried alive in a cemetery?

I told the producer, 'Look, I can't do it, I'm sorry.' Through miscommunication, the message never got relayed and it was four in the morning and they basically made me do it. I was hysterical. It was one of the hardest things I've ever done for my job, ever. Some people find cemeteries a turn-on. Not me. I cried the whole way home. It was horrible! It's really hard to be a vampire slayer if you're scared of cemeteries...

In what other ways are you different than Buffy?

Let me tell you how un-Buffy I am: For the first episode, I come in and yell, 'What's the sitch?' I did not know what 'sitch' meant. I still have to ask [creator/executive producer] Joss Whedon, 'What does this mean?' because I don't speak the lingo. I think he makes it up half the time.

You've managed to find time to appear in a couple of movies. What's the greatest difference between making "Buffy" and shooting a film?

Time. Time is the greatest gift of film. We have such an incredibly quick deadline schedule on the television show. We shoot a show every eight days, with usually one or two days of second unit, as well as having major computer graphics and stunt work to do within it. So, a lot of times, your big emotional scenes can get lost in the shuffle because you're so busy trying to get the big scenes. But when you're doing film, you have that time. Even though "Cruel Intentions" was done on a pretty quick schedule, we still had time to do take after take. There's also the rehearsal factor. On

the television show, if we rehearse it more than twice, that's a big deal.

A lot of movie studios seem eager to cast TV actors in their movies. Why do you think that is?

It's really interesting because when you think about it, in America "E.R." can hit 34 million households in one night and if a movie could generate 34 million people to go on its opening day... So it always surprised me that people weren't tapping into that audience and now what is so interesting, and sort of ironic, is that in the past three years we've seen all the good television people [from] "Friends" and "E.R." doing movies and now we're seeing all these people who normally did movies doing television, [like] Robin Williams on "Chicago Hope." I think it's great that the barriers are being pulled down. If you're an actor, you should be able to do movies, or television, or theatre. I know I want to do all of that.

Is it disappointing that you get more scripts for vampire flicks and horror films than anything else?

You know what? It is, to an extent. But the main point is - let's be honest - that I wouldn't be here right now if it wasn't for my television show and I remember that every day. "Cruel Intentions" was a rare script to find, (because) most of the movie scripts that I read I don't think are as good as my show. I really don't! I think we tell a little movie every week and I'm so proud of what we do.

How are you coping with the pressure of your schedule?

It's been really hard this year. I've been working straight through for about three years now. I haven't taken more than a week off in three years. And like every other year, I planned to do another movie (this summer). But after working on "Cruel Intentions," and having the experience that I had and a finished product that I was really proud of, I was really having trouble because stuff that interested me wasn't available in my hiatus or couldn't get ready to go in time... So I think what I'm gonna do is take a little bit of time out and travel - this is my first trip to London - and live my life a little bit.

What other ambitions do you have?

Next year, I'd like to make my own movie find a script that I'm really proud of and spend the time to develop it with people over the course of the year, and then shoot that next year.

How has sudden celebrity changed you as a person?

I have become more private about my private life. I've come to the conclusion that the best way to keep your sanity and to keep grounded is to have a life that is completely separate from what we do. It's the way that I feel I can keep myself down to earth.

R

BUFFY SEASON 4  
DVD IS RELEASED  
TO BUY ON MAY  
13TH FROM 20TH  
CENTURY FOX  
HOME  
ENTERTAINMENT



## TOP FIVE

### RATED FILMS

#### OF SARAH MICHELLE GELLER

We pick five of the best from Sarah's filmography...

#### #1 CRUEL INTENTIONS

- 1999  
Kathryn (Sarah Michelle Gellar) and Sebastian (Ryan Phillippe), blithely ruin lives and reputations with hearts as black as coal in this remake of Dangerous Liaisons. Top notch remake.

#### #2 I KNOW WHAT YOU DID LAST SUMMER

- 1997  
A brat-pack of four (including Gellar) run down a man and dump the body. A year later the victim returns from the grave to wreak havoc and take revenge on the group one by one. Worth a look.

#### #3 SCOOBY DOO 2002

- 2002  
Gellar plays Daphne in this big budget version of the comic cartoon canine. Promises to be more of a tongue in cheek affair with a hilarious type CGI dog in tow. Expect big screen screams and lots of mask ripping twist-type finales. Should be a lot of fun to watch.

#### #4 SIMPLY IRRESISTIBLE

- 1999  
Sarah Michelle Gellar, who usually runs around staking vampires and fighting demons, turns cute and cuddly as an aspiring chef in this magical-realist comedy that borrows a page--heck, whole chapters--from Like Water for Chocolate. Enjoyable rubbish.

#### #5 SCREAM 2

- 1997  
Sarah does a remarkable job of dying in this 1997 sequel to the original Wes Craven teen-slasher. Sarah's death scene wasn't so much at the hands of the knife wielding maniac, but more of a 'I'd rather leap off the balcony to my death' sort of thing.



# STUFF & NONSENSE

WELCOME TO THE STUFF AND NONSENSE SECTION. RATED'S REGULAR LOOK AT GADGETS, GAMES, TOYS, HARDWARE, MOBILES AND MORE!

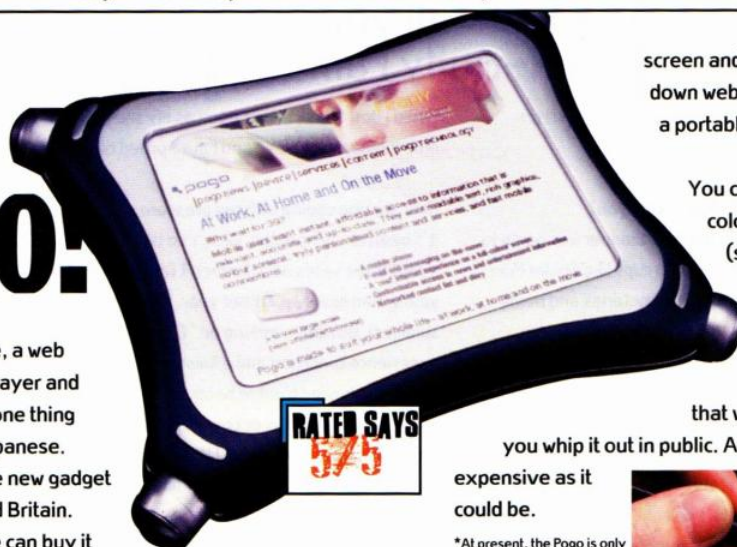
## pogo! gadget go!

### INFO

**NAME:**  
Pogo Mobile  
**PRICE:**  
£300 (plus connection fee)  
**OUT:**  
Now  
**MAKER:**  
Pogo-Tech  
**CONTACT:**  
020 7961 4100  
**WEBSITE:**  
www.pogo-tech.com

It's a mobile phone, a web browser, an MP3 player and more, but there's one thing the Pogo isn't – Japanese. Yep, this incredible new gadget is made in good old Britain. And that means we can buy it before anyone else.

Looking like a chunky Game Boy, the Pogo is a personal organiser with style in mind. Put it up to your ear (or use the included handsfree kit) and it's a mobile phone. But where the Pogo really shines is web browsing. Unlike a WAP phone – which has a tiny



**RATED SAYS**  
5/5

screen and can only handle small, stripped-down websites – the Pogo is just like having a portable PC.

You can read regular web pages on the colour touch-sensitive screen (shrunk to fit the 3.8" display) and check emails from your existing PC-based account.

The Pogo is a fun, funky gadget that will really turn some heads when you whip it out in public. And, for £300, it's not as expensive as it could be.

\*At present, the Pogo is only available from Carphone Warehouse shops.



## all play and no work

### TOP TEN

### OFFICE TOYS

### THE BEST DESK-BASED ENTERTAINMENT

#### #1 RUBBER BAND GUN (£19.95)



Still flicking 'lacy bands with your fingers? Time to upgrade! This wooden weapon, styled after the Colt 45 pistol, can rapid-fire 12 rubber bands and comes with a spare gun for your opponent – plus a bag of 'ammo'.

#### #2 CROSSBOW (£25.95)



There's only one in the pack, and it's not as quick-firing as the rubber band Colt, but this crossbow packs a mean punch. With the supplied wall target, you can live out those William Tell fantasies (apple not supplied).

#### #3 MOBILE SENSOR PEN (£10.95)



Embarrassed by your mobile's bleepy rendition of Eminem's Stan? Then switch off the ringer and get one of these, dammit. The tip of the pen flashes when you receive a call, plus you'll look a bit like James Bond. Probably.

#### #4 DESK DARTS (£5.99)



Who says you need a beer belly and a love of peanuts to play darts? This dinky desk version is just right for some athletic wrist action. Just the ticket for exercising that drinking arm...

#### #5 DESK AIR SOCCER (£12.99)



Are you a fan of those air hockey games you get in bowling alleys but sick of getting blisters from the flying plastic pucks? This mini version (it's called footie but is just the same) should prove safer.



## your cd collection to go!

To most folk, transporting your CD collection means a fleet of donkeys laden with rather heavy sacks – and a lot of carrots. But there is a high-tech alternative. The DAP (Digital Audio Player) Jukebox looks like a CD Walkman but houses a hard disk drive with a whopping 20 Gigabytes of storage space – enough for 500 CDs. Simply connect the Jukebox to a PC or a Mac with a USB cable (included) and you can download MP3s, Windows Media Player files or other digital formats.

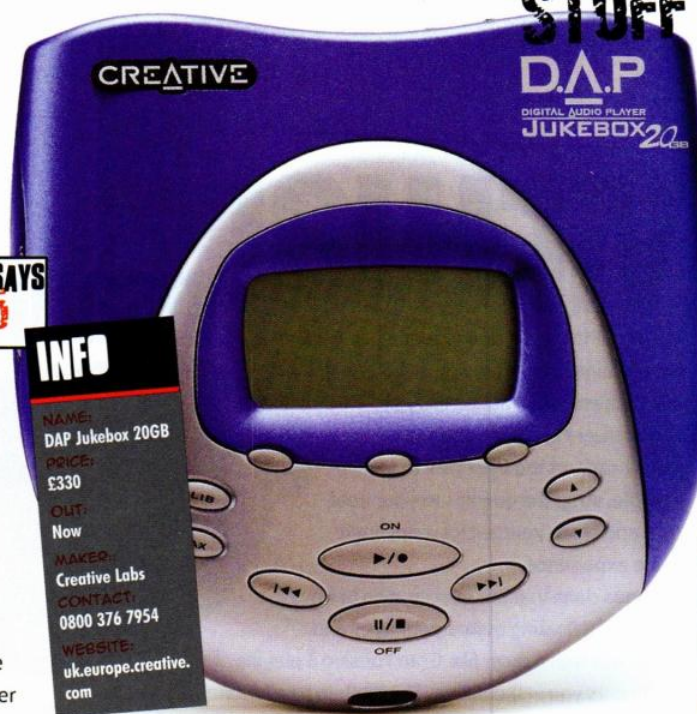
Plus the included software allows you to transfer tunes from your precious CDs onto the hard drive where they're stored in a clever library, under artist or music style.

You can also record direct from an external source, like a microphone, and edit the sound on a PC with the included PlayCenter software.

**RATED SAYS**  
**3/5**

### INFO

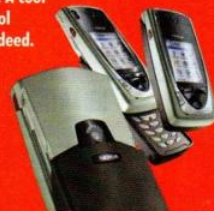
NAME:  
DAP Jukebox 20GB  
PRICE:  
£330  
OUT:  
Now  
MAKER:  
Creative Labs  
CONTACT:  
0800 376 7954  
WEBSITE:  
uk.europe.creative.com



The Jukebox pumps out some cracking sound quality with the included headphones, and it can also produce four channel surround through external speakers. At over £300 it's pricey but there's no other way you can take your entire CD collection on the bus.

## NEWS

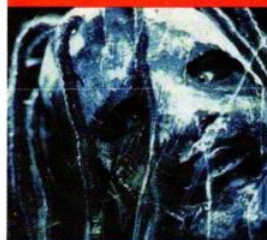
Out soon is this amazing new Nokia which has a built-in digital camera, allowing you to snap photos and send them to a compatible phone or email address. It's also WAP-enabled and uses the new MMS technology (Multimedia Messaging Service) which enables messages with pictures and audio as well as text. A cool tool indeed.



Coffee giant ('Aargh, they're everywhere!') Starbucks is trialling a scheme whereby thirsty folk can order their favourite hot beverage over their WAP phone and it will be ready to pick up from one of those oh-so handy shops five minutes later. The plan is to only run the scheme in coffee capital Seattle for the moment. Lucky escape there.



Slipknot have launched a mobile phone-based fan club, called Mobile Maggots. By phoning 09068 020230 (it costs £1.50), fans can download track My Plague as a ringtone and get a Slipknot logo icon. You'll also be signed up to receive the latest Slipknot news as text messages.

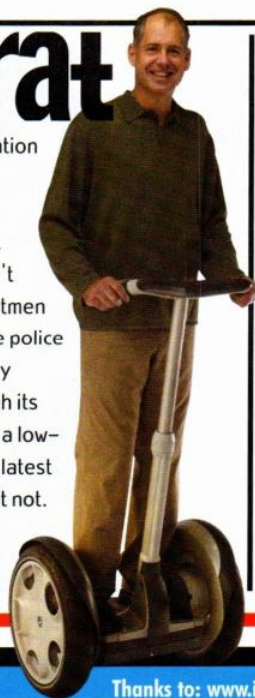


## postman prat

Called the Segway, the American invention is currently being tested by posties in Florida. It's battery-powered and can

reach speeds of up to 17 mph. Sadly (or not) the Segway isn't available to buy just yet. Postmen and other public services like police (we kid you not) are currently putting the invention through its paces. But can you imagine a low-speed Segway chase in the latest Hollywood film? No, thought not.

**RATED SAYS**  
**3/5**



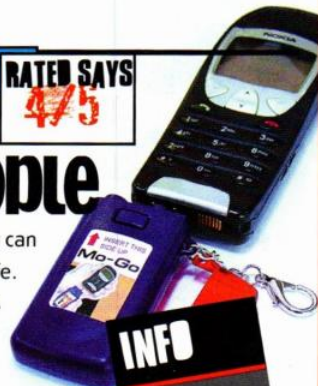
## power to the people

With a Mo-Go in your pocket, you can bring your dead mobile back to life. This pocket-size gadget bestows enough juice for a day's stand-by or about 50 minutes talk time. Powered by three AAA batteries, it also comes with a built-in torch for finding your keys. Certainly something Nokia should have had ages ago. This'll probably make somebody very rich. (Note: At present, there are separate versions of the Mo-Go for Nokia, Motorola and Ericsson phones.)

**RATED SAYS**  
**4/5**

### INFO

NAME:  
Mo-Go  
PRICE:  
£9.95  
OUT:  
Now  
MAKER:  
Mo-Go  
CONTACT:  
Firebox  
WEBSITE:  
www.firebox.com



Thanks to: [www.iwantoneofthose.com](http://www.iwantoneofthose.com)

### #6 MINI POOL TABLE (£7.99)



A full-size pool table, if you're a mouse, for us humans this fits nicely on a desk for a spot of impromptu ball-bashing. And, should you wish, you can even challenge the local rodent population for a game or two.

### #7 RECORDING PEN (£18.95)



There was something important we had to tell you about this pen but we've forgotten what it was. If only we could digitally record up to 20 seconds of our voice on an ordinary-looking pen and play it back. Hang on a minute...

### #8 MOUSE PAD NOTEPAD (£7.50)



Like the lucky git who earned a fortune from selling sticky bits of yellow paper, somebody's probably made pots of cash off this. It's a mouse pad but made of reams of notepaper - handy for doodling or scribbling down notes.

### #9 PEN-ULTIMATE (£4.99)



Guaranteed to stop you doing any work whatsoever is the Pen Ultimate. Gasp at its gravity defying-ness, swoon at the swirly pattern as it spins, be amazed when you find out you can actually pick it up and write with it!

### #10 CHALK MUG (£4.95)



Haven't we grown up from scribbling on the blackboard yet? If the urge is still there, coupled with a taste for a refreshing hot beverage, then this chalk message mug is the answer. Plus, it comes with a free stick of



## FOR THE LADIES

GIFTS TO GET YOU OUT  
OF THE DOG HOUSE#1 BOYFRIEND REMOTE  
CONTROL

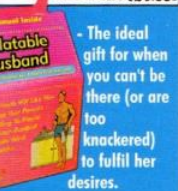
(£5.99)

- If she feels she has no control over you, give her some that's battery powered.

#1 INFLATABLE  
HUSBAND

(£6.99)

- The ideal gift for when you can't be there (or are too knackered) to fulfil her desires.



## #4 PAMPERING PACK

(£6.99)

- £7 and you'll be free to go to the football while she gets through this lot. Nice!

#4 'MAD COW' AROMA  
CUSHION

(£19.99)

- Has the old 'time of the month' got your missus feeling all MOODY? Get one of these.



## #5 TOTAL BITCH SOAP

(£5.99)

- Ideal for lifting the post-argument spirits. That's assuming she sees the funny side. Tread carefully son!


[www.zestessentials.com](http://www.zestessentials.com)

## Virtual insanity

Buying a PlayStation 2 gadget that costs more than the machine is foolhardy, yes, but at least with one of these you'll be the envy of Lawnmower Man fans everywhere.

Simply connect the Eye-Trek to your console, strap the goggles to your boat race and brace yourself for a cinematic game experience.

Olympus claim that the effect is akin to having a 52-inch TV floating before your eyes and, especially with a racer like Gran Turismo 3 playing, it really puts you in the action. The built-in headphones are nicely atmospheric too.

But prolonged use isn't recommended, as the Eye-Trek induces a feeling rather like being drunk. Just without the fun part.


**RATED SAYS**  
4/5

## INFO

NAME: Eye-Trek FMD-20P  
PRICE: £300  
OUT: Now  
MAKER: Olympus  
CONTACT: 0800 0720070  
WEBSITE: [www.eye-trek.com](http://www.eye-trek.com)

## candid camera

We all want to be James Bond but if getting the girls and the fast cars is proving tricky, there is one thing you can obtain - this cool Q-style gadget.

Camera watches have been around for a bit but Casio have finally cracked the colour problem. Not only does the snappily named WQV-10 take pics in colour but the screen is too.

Up to 100 digital photos can be stored in the watch's memory and downloaded to a PC for twiddling or printing. Best of all is the Databank function which allows you to add a name and phone number to people's pictures. Essential for those with low recall of girls' numbers (and faces) the morning after the night before. And it even tells the time!

**RATED SAYS**  
5/5


## INFO

NAME: WQV-10 watch-cam  
PRICE: TBC  
OUT: Now  
MAKER: Casio  
CONTACT: 020 8208 7813  
WEBSITE: [www.casio.co.uk](http://www.casio.co.uk)

## phone zone

MOBILE MADNESS, RATED STYLE

## TOP FIVE

## MOBILE PHONES

## #1 TRIUM ECLIPSE

One of the most high-tech yet affordable phones around - if only you could find a shop that stocks it. The Eclipse boasts a colour display, voice recorder, built-in handsfree, vibration, infra-red link, personalised ringtones and - best of all - two decent Rayman games.

PRICE: £100-£150 (contract)/  
£250 (Pay As You Go)  
[www.trium.net](http://www.trium.net)



## #2 NOKIA 5510

The 5510 can now be snapped up for about £50 on contract. You can download CDs or MP3s from a hi-fi or PC, listen to the radio, send messages with the keyboard or play one of five games. Oh, you can talk to people on it too!

PRICE: £50-£99 (contract)  
[www.nokia.co.uk](http://www.nokia.co.uk)



## #3 NOKIA 8210

An oldie but still a goodie. The 8210 is still proving popular despite knocking on a bit now. Its small size, simple operation, swappable fascias and - of course - Snake, are a big hit. As is the cheap price, as the 8210 can now be picked up on contract for nowt in most mobile shops.

PRICE: Free/£20 (contract)/ £200 (PAYG)  
[www.nokia.co.uk](http://www.nokia.co.uk)





## plastic gear solid

You've got the game (and if not, why not?), bought the T-shirt, now collect the action figure. McFarlane Toys have come up with the goods again after the excellent figures from MGS1, and this time there's an excuse to collect the set.

With each of the six figures (Solid Snake, Olga Gurlukovich, Revolver Ocelot, Raiden, Fortune and Solid Snake) comes a piece of another figure. Assemble all six and you'll get a mini version of Metal Gear Ray itself. Very cool stuff indeed.

## metal gear lego!

It could only happen in Japan. Don't expect to see them over here but a range of Lego-like Japanese toys called Kubricks are now available in cool MGS2 styles.

The officially-licensed figures come complete with realistic costumes and weaponry but are only about 2 1/2 inches tall. If you really want to get hold of some, try your local comic shop. Highly collectable stuff!

A British comics publisher is taking on the American giants - thanks to a girl with a big gun and even bigger boobs.

London-based Com.X hope their star character Bazooka Jules will do for them what Batman did for DC. Graphically, it's Manga-esque but with a background based on the classic US superhero stories - told with tongue firmly in cheek.

A fan of kung-fu films, wrestling and nu-metal, Jules is just an ordinary schoolgirl - until a mutant symbiote weapon takes a fancy to her, giving her the ability to grow guns from her arms. Oh, and has a pair of huge tits too.

If you fancy something darker, Com.X's Puncture series is a brooding, bloody tale of an anti-hero trying to right wrongs - told in a vivid, rain-soaked style.

Issues 1-3 of both Bazooka Jules and Puncture are available now at all good comics shops, or online from [www.comxcomics.com](http://www.comxcomics.com). Grab a copy while you can, cos they're gonna be big.

### comics

## NOT ALL ENTERTAINMENT IS ELECTRONIC

# dvd gamecube

First, the good news. If you want a Gamecube but are put off by the fact that it can't play DVDs, this one can. The bad news is it's not coming out in the UK (yet). The Gamecube Q is a joint venture between Panasonic, who've supplied the DVD gubbins, and Nintendo, who've added the Gamecube portion.

Sadly, the Q is only available in Japan (not even America) but you should be able to pick one up from an import house. But bear in mind that the machine will need to be chipped to play UK and US Gamecube games, and the Japanese DVD player is Region 2 - like the UK - but is NTSC, meaning regular Euro discs won't work. But if the machine looks this good, it's surely worth a bit of faffing about.

**RATED SAYS**  
4/5



### INFO

**NAME:** Gamecube Q  
**PRICE:** About £350 (import)  
**OUT:** Now  
**MAKER:** Panasonic  
**CONTACT:** importer (e.g. Lik-sang.com)  
**WEBSITE:** [www.dvdgame.jp](http://www.dvdgame.jp)

# d up for this!

Here's a gadget straight out of Bond's Q-Branch.

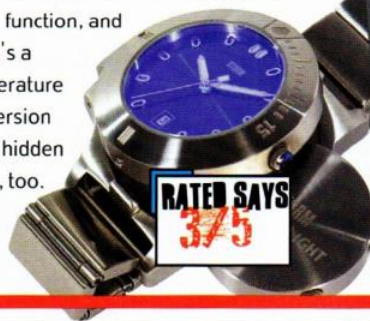
Storm's Lumino watch is a timepiece that, at the press of a button, produces a powerful blast of neon blue from a tiny hole in its side. Best of all, you can flip open the watch's face and remove the tiny torch (no bigger than a £1 coin) to use independently.

Sadly the combination of a stainless steel watch, torch and the two batteries it takes to power it all, causes the Lumino to weigh the size of a small rock. But if you've got muscly wrists, and a

hankering to be Bond, it's worth a look.

The watch also features a date function, and

there's a temperature conversion scale hidden away, too.



**RATED SAYS**  
3/5

### INFO

**NAME:** Lumino watch  
**PRICE:** £97.99  
**OUT:** Now  
**MAKER:** Storm  
**CONTACT:** 020 7874 6900  
**WEBSITE:** [www.stormwatche.com](http://www.stormwatche.com)

## WAP OR CRAP?

### DO WHAT WE IT?

The WAP (Wireless Application Protocol) standard allows your phone to access online information like football scores, weather forecasts or locations of curry houses.

### DO HOW MUCH?

A WAP phone can be picked up for free (on a contract) or about £70-£100 on Pay as You Go. Decent starter WAP phones include the Siemens C45 or the Nokia 3330.

### DO WHAT WE IT?

There are two WAP types to choose from. GSM phones charge you for as long as you're connected, while the GPRS system means you're connected all the time and you pay for whatever you send and receive.

### DO WHERE TO WAP?

To start you off, some top WAP sites include:

[www.gelon.net](http://www.gelon.net) - as well as a WAP search engine, log onto the website on a PC and you can play with Wapalizer, a device that lets you see WAP sites on the web.

<http://natasja.com> - the sex position calculator! Enter your desired effect and the WAP site will give step-by-step instructions on how to pull it off, plus a teasing piccy of your chosen position.

[www.pocketdoctor.co.uk](http://www.pocketdoctor.co.uk) - unsightly lumps in strange places? Embarrassed to go to a real quack? Simply input a list of symptoms and the site will do the rest. But it's no substitute for the real thing.

<http://mobile.sports.com> - get the latest scores in the Premiership, check the up-to-date F1 rankings or see just how badly the Brits are doing at tennis.

### #4 SONY J7

Only released a few months ago, the funky blue J7 is selling strong. And here's why: WAP access (including sending and receiving email), recordable ringtones (our favourite is a barking dog), four decent games, a contacts organiser and a great battery (330 hours standby, 9 hours talktime).

**PRICE:** £50 (con) / £120 (PAYG)  
[www.sonycommunications.co.uk](http://www.sonycommunications.co.uk)



### #5 SAMSUNG A300

Look like Steve Owen (before the crash! - ED). This is a flip phone with a difference, with a screen on the outside that shows who's calling before you answer. It's also got predictive text input and a 'compose your own melody' option for the ringtones. It's also got long battery life too. Slick.

**PRICE:** £100 (con), £200 (PAYG)



## THE BEST OF

## THE REST



**NOKIA 3310**  
Free-£30  
(CONTRACT)  
/£100-£130  
(PAYG)

**ERICSSON T68**  
£150  
(CONTRACT)

**MOTOROLA V66**  
£130-£150  
(CONTRACT)

**SONY Z7**  
£10-£80  
(CONTRACT)  
/£200 (PAYG)

**SIEMENS C45**  
£Free  
(CONTRACT)  
£80-£150 (PAYG)



# threads

RATED'S THREADS COVERS ALL THE LATEST STREETWEAR, TRAINERS AND WATCHES. ENJOY!



**RATED SAYS**  
9/10



**RATED SAYS**  
COMFORT: 9  
DESIGN: 8  
OVERALL: 8

£24.95

## ETNIES LEDGE T-SHIRT

Once your skating with great trainers, the rest of your look has to be about 10 baggy t-shirts, this should be one of them. Soft, thick and well made. Available now.

Stockist number - 0208 877 9907

## VANS T-SHIRTS - SPRING/SUMMER

Vans have several new high-quality t-shirts coming out this spring. The varied colours and designs accompany a nice quality material. Available at all good clothing retailers.

**RATED SAYS**  
COMFORT: 9  
DESIGN: 10  
OVERALL: 10



**RATED SAYS**  
COMFORT: 7  
DESIGN: 8  
OVERALL: 8

£54.95

## M-CELLULAR PANTS

Designed to keep you cool this summer, Etnies have designed a smart pair of baggy pants. Ideal for the beach, skating or any kind of activity where you sweat. Available at all good clothing retailers.

**RATED SAYS**  
COMFORT: 6  
DESIGN: 7  
OVERALL: 7

£55.00

## BILLABONG DENIM SHORTS

Billabong's new Denim shorts are 100% cotton and soft to touch. Ideal for a walk down the beach or a stroll through town. Available at all good clothing retailers.



**RATED SAYS**  
COMFORT: 9  
DESIGN: 9  
OVERALL: 9

£30.00

## BILLABONG T-SHIRT - WRAP

## BILLABONG HOODIE

Billabong's new hoodie is a pleasure to wear, look at and adore. Obviously quality design comes as standard. Ideal for after-surf warming up or just casual use. Available at all good clothing retailers.



**RATED SAYS**  
COMFORT: 9  
DESIGN: 9  
OVERALL: 9

## IGENOUS TROUSERS

Another fine pair of trousers, though you feel these maybe easily damaged if grazed. Smart colour scheme conjours up an army image, but nicely designed with pockets all over the shop. Available at all good clothing retailers.

**RATED SAYS**  
COMFORT: 8  
DESIGN: 7  
OVERALL: 8

£54.95

# Watch it!

THIS MONTH'S MUST HAVE WATCHES...

Tissot, a Swiss company, make bloody expensive watches. Expensive for a reason, because they're very well made and will last you a life-time. We check out their newest range of £100+ watches...



### ATOLLO II CHRONO

Wrist action: Nice sweat resistant strap, steel face and classic design. Not the most original of watches, but certainly a quality one.  
PRICE: £175

### ATOLLO II CHRONO

Wrist action: A shiny steel strap makes you feel a little better about the two hundred notes you spent on your lady. This is Swiss design at it's best.  
PRICE: £195

### TXL SEVEN

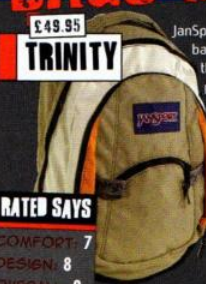
Wrist action: Nearing the three hundred price tag might have you sweating blood, but it's worth it for workmanship of this standard.  
PRICE: £275

# BAGS OF TALENT

## TRINITY

**RATED SAYS**  
COMFORT: 7  
DESIGN: 8  
OVERALL: 9

JanSport, king of the backpacks has released the Trinity. It's a quality pack with an extra large front panel with an organiser for pens, keys and such - making it ideal for school, college etc. Trinity is available at Selfridges, Harrods, John Lewis.



## EASTPACK

Probably a touch cooler than the bog standard Jan Sport Designs. Dark, and more square in design with super soft back pads and pockets galore. Plus nice inner lining with additional padded pockets for wallet, change etc... Sweet bag of cool.

**RATED SAYS**  
COMFORT: 9  
DESIGN: 8  
OVERALL: 9

Available at Selfridges, Harrods, John Lewis.





# gaggin' for it



GENEROUS FOLK AT RATED HAVE GIVEN LOVELY ELIZABETH SHAW EASTER EGGS TO ALL THOSE WHO GOT THEIR JOKE PRINTED. LUCKY, LUCKY FOOLS!



YOU MAY NOT LIKE THEIR FACES, BUT THE STAFF WERE FORCED TO SHOW THEIR LAUGHABLE MUGS IN ORDER TO DISTRACT YOU FROM THE AWFUL JOKES BENEATH. IF YOU HAVE A JOKE, AND NO ONE ELSE WILL LISTEN TO IT, SEND IT IN TO WIN! GAGGIN' FOR IT! RATED, THINICE MEDIA LTD, BEACON PLACE, STONE BUSINESS PK, STONE, STAFFS. ST16 0SS

**EVERY JOKE PRINTED THIS ISSUE RECEIVED A COLLECTION OF YUMMY EASTER EGGS AND GOODIES COURTESY OF ELIZABETH SHAW, PLUS (IF OVER 18!) SOME COOL VODKA CHOCOS!**

## TOY BOY

A guy meets a girl out at a nightclub and she invites him back to her place for the night, her parents are out of town and this is the perfect opportunity. They get back to her house and they go into her bedroom, and when the guy walks in the door he notices all these fluffy toys. There's hundreds of them, fluffy toys on top of the wardrobe, fluffy toys on the bookshelf and window sill, there's more on the floor, and of course fluffy toys all over the bed. Later, after they've had sex, he turns to her and asks, "So, how was I?" She says, "Well, you can take anything from the bottom shelf."

Marcus Hardtopp, Exeter.

## DYING TO MEET

A couple made a deal that whoever died first would come back and inform the other of the after life. The woman's biggest fear was that there was no heaven. After a long life, the husband was the first to go, and true to his word, he made contact. "Mary... Mary..."

Awe-struck, Mary responds, "Is that you Fred?" "Yes, I have come back like we agreed." "Well, what is it like?" Fred excitedly tells his tale, "Well, when I get up in the morning I have sex, then I have breakfast, then I have sex again, then I bathe in the sun, then I have sex twice more, then I have lunch, then I have sex all afternoon and into the early evening, until bedtime. And, then, I start all over again the next day." So happy Mary says, "Oh Fred, you surely must be in heaven." Fred replies, "Hell no, Mary, I'm a rabbit in Kansas."



## CHILLI MOUSE

A guy sits down in a Cafe and asks for the hot chilli. The waitress says, "The guy next to you got the last bowl." He looks over and sees that the guy's finished his meal, but the chilli bowl is still full. He says, "Are you going to eat that?" The other guy says, "No. Help yourself." He takes it and starts to eat it. When he gets about half way down, his fork hits something. He looks down sees a dead mouse in it, and he pukes! The chilli back into the bowl.

The other guy says, "That's about as far as I got, too."

Dominic Tester - via email.



## BOO-POO!

There's a young couple in the cinema. The girl says, "I must have a piss, can I squeeze past you?" "Why don't you squat down on the floor and do it" says the boyfriend. "You'll have to disturb all these people, besides its dark, no one will see you." "OK" she says. She pulls her drawers down and squats on the floor. The bloke starts feeling horny at the thought of her down there, so he reaches down and makes a grab. He feels something long and hard and says, "Urgh! Have you changed your sex?" "No" she says, "I've changed my mind... I'm having a crap instead."

Rachel Buss - via email, London.



## MOW HUNG

One Saturday afternoon, a man was sitting in his lawn chair drinking beer and watching his wife mow the lawn. A neighbour lady was so outraged at this, she came over and shouted at the man, "You should be hung!" To which he calmly replied, "I am. That's why she cuts the grass!"

Matthew Smith - Camden.

## MINI GAGS

What do you call a French Sandalmaker?

Philippe Philoppe

What did the fish say when in swam into the wall?

Damn!

What do you call a chicken in a shell suit?

An egg.

A blind man walks into a shop with his dog. He picks the dog up and starts swinging it round his head. The shopkeeper says "can I help you sir?" The man replies, "no thanks, I'm just looking around!"

Rachel Buss, via email.

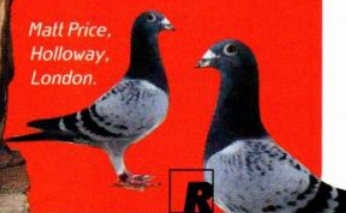
## JOKE OF THE MONTH!

### STATUES OF LIBERTY

For decades two heroic statues, one male and one female, faced each other in a city park, until one day an angel came down from heaven and approached the statues. "You've been such exemplary statues," the angel announced to them, "That I'm going to give you a special gift. I'm going to bring you both to life for thirty minutes, in which you can do anything you want." And with a clap of his hands, the angel brought the statues to life. The two approached each other a bit shyly, but soon dashed for the bushes, from which shortly could be heard a good deal of giggling, laughter, and shaking of branches.

Fifteen minutes later, the two statues emerged from the bushes, wide grins on their faces. "You still have fifteen more minutes," said the angel, winking at them. Grinning widely the female statue turned to the male statue and said, "Great! Only this time you hold the pigeon down and I'll crap on its head!"

Matt Price, Holloway, London.



**LAUNCHES  
MAY 29TH  
2002**

**RATED**



**GADGETS • REVIEWS • INTERVIEWS • DON'T MISS IT!**



# NEXT MONTH

WHAT TO EXPECT IN THE NEXT SIZZLING ISSUE OF G-FORCE...

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## PHANTASY STAR COLLECTION

We take an in-depth look at the Cube's first online game!

## GAUNTLET: DARK LEGACY

Some retro updates find new ways to amaze, while others should be left in the past. Find out which applies to *Gauntlet*...

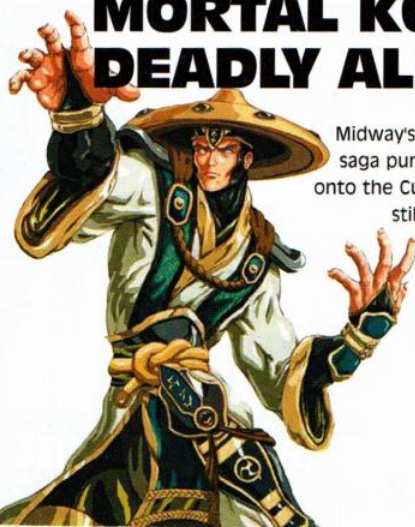


## SUPER MONKEY BALL

Is it the most outrageous action puzzler ever, or a tired old *Marble Madness* clone? Find out next issue...



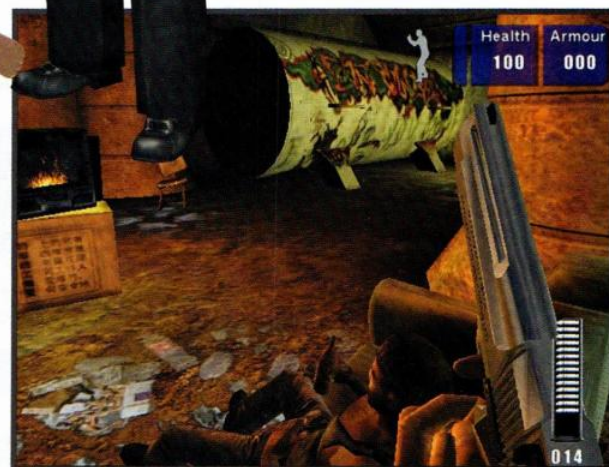
## MORTAL KOMBAT: DEADLY ALLIANCE



Midway's blood-soaked fight saga punches its way onto the Cube, but has it still got what it takes to be champion?

## DIE HARD: VENDETTA

There's nothing like a first-person shooter to get the adrenaline flowing, especially when it stars balding Bruce. Our top preview kicks ass and chews bubble-gum next issue...



**G-FORCE  
ISSUE ONE**

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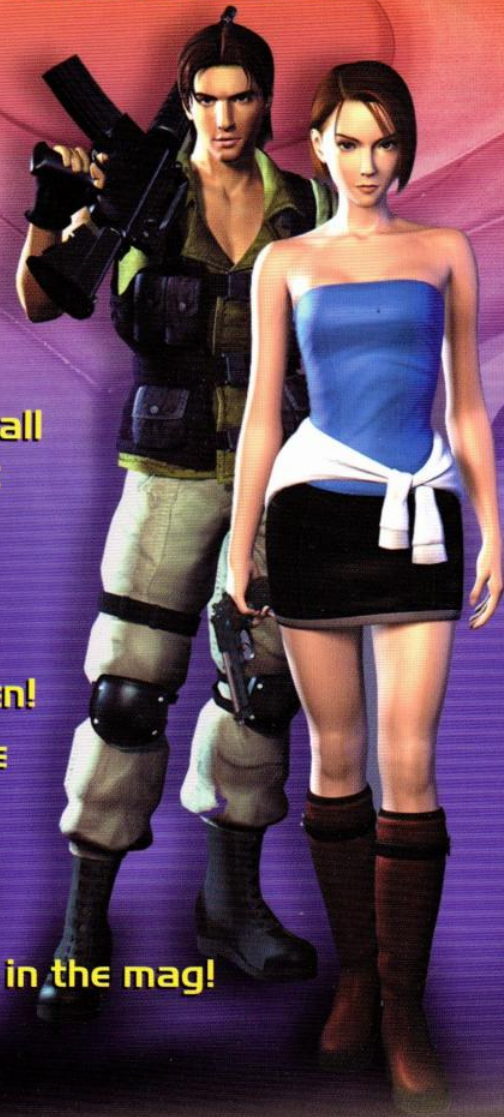
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  - Discussion forums - chat with other 'Cube gamers!
  - All the stuff we couldn't fit in the mag!
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**UP-TO-THE-MINUTE GAMECUBE NEWS, 24-7!**





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MINER WILLY'S BACK WITH MANIC MINER FOR THE ADVANCE!

# GBX

GAME BOY XTREME MAGAZINE

COMPETITION

## POKÉMON ADVANCE

First ever screenshots!

Win  
a Pokémon  
Mini!

## ICE AGE

The cinematic CGI  
sensation comes  
to the GBA...

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# THE FIRING LINE



The hottest happenings on the GBA scene...

## SAKURA SAYZ

Hey readerz! Bet ya knew ya couldn't keep a gun-totin' gal down. I'm back, and still fightin' the good fight with GBX magazine.

There's been a huge furore over the GameCube, but the Game Boy Advance has not been forgotten. This month has been short of true classics, but there's some corkers in the pipeline. Just check out the screenshots of V-Rally 3, and the

first ever screens of Pokémon Advance! Kew! Pokémon Mini's lookin' the part, and we've got a great competition for ya too.

Sakura

# POKEMON ADVANCE

First-ever screens of the first Pokémon GBA game...

Well, here they are. Here's the first-ever screenshots of Pokémon Advance, the rootin'-tootin'-monster-recruitin' Pokémon debut on Nintendo's happening handheld.

In terms of information, we've nothing much to add to our fascinating feature on Pokémon Advance back in Issue 10 of GBX (if you missed it, check out Page 59), but a few things can be gleaned from the visuals. It's clear Nintendo is sticking to Pokémon's roots with this one. The top-down perspective has been retained, and although colourful, the graphics



hardly push the power of the Advance. Still, GBC Pokémon games were all

black and white-compatible, so even this is a significant leap forwards...



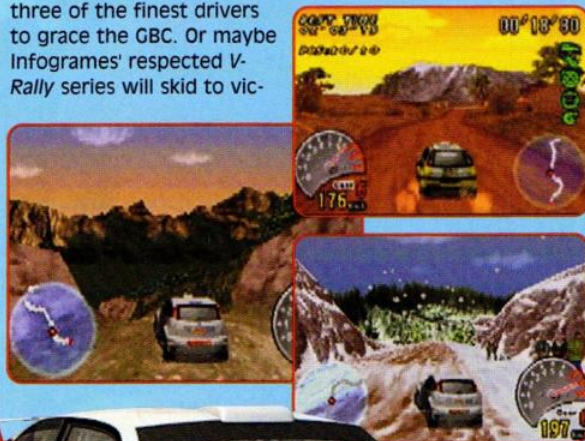
# V-RALLY 3

Another rally racer speeds onto the Advance...



So which game will win the GBA's own rally race? Is it Advance Rally, from the people who brought you GT Advance? Perhaps Colin McRae 2.0 will take first place? After all, its developer (Spellbound Interactive) created Colin McRae Rally, TOCA and Dukes of Hazzard, three of the finest drivers to grace the GBC. Or maybe Infogrames' respected V-Rally series will skid to vic-

tory with V-Rally 3... If you've already watched our exclusive interview with Spellbound MD Martyn Lane on the DVD, you know the creators of McRae focused on the car's handling and physics. V-Rally 3 takes a more environment-based approach, with lush backgrounds, hills to climb and differing terrains. As you can see from these screens, it looks lush. We've yet to play it so we can't say how it handles, but watch this space to see who's the real rally champ...





## STAR X

Does the X stand for Fox?



This into-the-screen blaster is very reminiscent of the original Star Fox on the SNES, and we refuse to believe its title was accidental. Still, as it's shaping up to be a real happening shooter, this is forgivable.

Through nine unique and extreme environments, players fly in aerial combat both in and above the atmospheres of the galaxy's planets in free roaming and land fixed play modes. Players

must successfully complete 22 intense missions and survive fierce air-to-air and air-to-land battles with an alien race in order to save their plane. A step-by-step Training Mode gives

the best techniques and tactics to destroy enemy aircraft and perform land-based attacks. Players will also be able to enjoy four multiplayer games. Sounds top...



## POKEMON MINI

The smallest console ever arrives!

Pokéfans everywhere will be thrilled to see the Pokémon Mini has at last arrived. Although only half the size of a Game Boy Advance, the Pokémon Mini is packed with playability. This mini console plays little interchangeable cartridges that are packed with some challenging Pokémon game play. Launching with the Pokémon Party mini game and a further selection of fantastic software, Nintendo's latest video gaming system is sure to keep mini fans happy! Pokémon Party is a great game for athletic Pokémon

fans, as it's all about action. You can dance, dribble a basketball and kick a football with all your favourite Pokémon! Pokémon Pinball and its built-in rumble feature offers over 90 stages and three modes, while other games including Pokémon Zany Cards and Pokémon Puzzle Collection, which includes 80 puzzles. Challenges include solving puzzles to complete the mini Pokédex. This amazing mini console has loads of cool new features. As well as the built-in rumble feature, you

## WOLFENSTEIN 3D

The original first-person shooter comes to the GBA...



We can't help questioning the wisdom of bringing this to the GBA. Sure, it was the first ever first-person shooter. Granted, the team that made it went on to produce Doom, the game that started the craze. And yes, it's a tremendous piece of gaming history. But the genre's moved on – can Wolfenstein's simplistic environments and limited weapons cut it on a machine that's given us Ecks Vs Sever?

We've played an early version, and to be honest, it feels a little empty. Still, there's time to shoehorn in a few more frantic fire-fights. Let's just hope the developers squeeze the most out of the game and don't just give us a carbon copy of the PC original...



## NELVANA'S MEDABOTS

Ubi Soft Entertainment has announced an exclusive deal with Natsume Inc. to exclusively distribute four titles based on Corus Entertainment's Nelvana's Medabots animated Series. The titles to be released will be Medabots AX: Metabee Version and Medabots AX: Rokusho Version.



## STUART LITTLE 2

Stuart Little's back, and this time on the Advance. Judging by the screenshots, Stuart Little 2 is going to be a platformer with some interesting sub-games.







DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....KONAMI  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1-4  
SAVE SYSTEM: .....BATTERY BACK-UP

# MOTOCROSS MANIACS ADVANCE

**They've taken their time, but Konami has finally released the next game in the Motocross Maniacs series. Jamie goes for a test drive...**

It all started with *Motocross Maniacs* on the original Game Boy, an excellent side-on arcade racing game with crazy stunts, which remains arguably one of the Game Boy's best games. When the Color came out, Konami released *Motocross Maniacs 2*, not a dramatic

improvement but retaining all the fun of the

original. And now finally for the Advance we have *Motocross Maniacs Advance*, and we also finally have the gameplay improvements we've all been waiting for. The main difference between *Motocross Maniacs Advance* and the previous titles, save the obvious boost in quality in the graphics department, is you now have three opponent racers actually on the courses with you in the main game mode. And not only are you racing

against them, you can also hamper their progress with the use of forward-firing missiles and mines you can drop on the track. This adds a really tactical element to the game as you don't only need to worry about picking up gas canisters and nitros, but also keeping stocked up on enough weapons to plough your way through the field into first place and then stay there.

## Muddy Mayhem

Gone are the bland old levels and in is a whole host of new bright and colourful courses with varying themes, from crystal caverns to sunny beaches to futuristic



Diverse level themes.

techno land. With dozens of courses, including hidden ones for you to unlock in the main Championship Mode, there's lots to see and do here. Onto the game modes, and not only has the Championship Mode been nicely revamped into a Mario Kart-esque league system with different cups, an all-new Action Mode has been added with three different challenges to play around with. Whether you want to splat zombies,



collect stars or play hot potato with your opponents and a time bomb, much fun is to be had with this game mode that makes a nice change from the standard race.

*Motocross Maniacs Advance* is a nice improvement on the series and is great fun to play. It might get a bit repetitive after a while, but this is a game that will sit nicely in your collection.

**Jamie Wilks**

## Multiplayer Maniacs!

*Motocross Maniacs Advance* supports link-up for up to four GBAs, each with their own cartridge. The link mode is great fun and offers the opportunity to employ some sneaky tactics that don't work against computer opponents. Try hiding mines in water and behind foreground objects. Sneaky!



Loads of tracks to unlock.



**XTREME RATING**

### Uppers

- + Cool new weapons.
- + Lots of varied levels.
- + New Action Mode.

### Downers

- A bit simplistic.
- Gets repetitive.

### Summary

*Motocross Maniacs Advance* is a cracking little title that improves on the series. This one adds lots of features that fans have been hoping for.

**86%**





# KONAMI COLLECTORS SERIES ARCADE ADVANCED



DAMAGE: .....£34.99  
ON SALE: .....MAY 2002  
WHO: .....KONAMI  
TYPE: .....RETRO  
NO OF PLAYERS: .....1-2 (IN FIGURES)  
SAVE SYSTEM: .....PASSWORD OR BATTERY  
.....BACKUP



Scramble's basic blasting action is full of variety. Check out this meteor-dodging level.

**A cart full of classics or just old hat? Saul dons his blazer and heads back to the Konami old school to find out...**

## Pay Per Play

Digital television viewers now have the opportunity to play the Capcom classic *Space Invaders* in their living room. Recently launched, you can now play the classic shoot-'em-up on your telly for 75p a session. So those of you lucky enough to have digital telly, press your red button and get blasting.



drunken monkey and plays like a steam-driven version of *Tempest*. Which leaves *Yie Ar Kung Fu* – a beat-'em-up that has rightfully earned the status of arcade classic, but should have been left well alone. Here, its flaws are more exposed than a flasher in sniper alley.

*Arcade Advanced* may offer a few gems then, but it also flouts enough fools' gold to fill Fort Knox. My advice is simple – remove your rose-tinted specs before splashing out. If you still think you can't live

without *Frogger* or *Rush 'n Attack*, there's no way you can be disappointed.  
**Saul Trewern**

**A** frog, a veritable fleet of spaceships, a band of kung fu fighters and a hardcore Green Beret all on one cart –

surely the latest in the Konami Collector's Series can't fail? *Arcade Advanced*, though, offers as many old duffers as it does classic gameplay, so it really depends on which side of the retro fence you sit on. The star pupil at this old school reunion is *Frogger*. For those that don't know (very few I imagine), *Frogger* casts you as a frog whose only goal is to make it home. Trouble is, between you and home is a busy road and a treacherous river. The gameplay (and graphics) is the epitome of simplicity – dodge the cars, and jump on the back of plants and logs to cross the river. As things progress, more boy racers join the road and the river

becomes even more dangerous. It's fun and as addictive as ever. Coming a close second to *Frogger* is *Rush 'n Attack*, which some of you may also remember as *Green Beret*. Here you take the role of a one-man army pitted against the Ruskies (this was the Eighties, remember). The side-scrolling combat action was graphically advanced then, which makes it the best-looking game here, and it plays well to boot.

## The First Scrolling Shooter?

*Scramble*, the first of three shoot-'em-ups included, also holds its own in the gameplay stakes. The gaudy graphics might put you off, but persevere and you find yourself immersed in a frantic and very playable game. *Time Pilot*, the second blaster, looks good but somebody forgot the gameplay and *Gyruss* looks like it was drawn by a



**Rush 'n Attack still looks classy now.**

**XTREME RATING**

### Uppers

- + Arcade perfect visuals.
- + Decent variety.
- + *Frogger*.

### Downers

- Arcade perfect visuals!
- It's a cash cow.
- *Gyruss*.

### Summary

A real pick-'n-mix selection really. *Frogger* and *Rush 'n Attack* still rock; *Scramble* holds its own but the rest are just jerry-built fillers. Retro heads need only apply...

**65%**





DAMAGE: ..... £29.99  
ON SALE: ..... OUT NOW  
WHO: ..... UBI SOFT  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# ICE AGE

**He's usually a cynic of film & TV games, but can Ice Age melt John's heart?**



I think I understand why my girlfriend hates me eating curry.

The world's biggest tortoise.

Usually with titles like this I find myself saying they'd be most enjoyed by the youngsters, but *Ice Age* is different and is original enough to be very enjoyed by young and old alike. It's certainly the only game I can think of that you get to use the skin of skunks as a method of travel! If the game has a fault it's that the bad guys can re-spawn in annoying places and they are occasionally hard to get at, but this can be forgiven and overall, *Ice Age* is well worth a look.

**John Hagerly**

Every time I review a game based upon a film or movie licence I can't help feeling a sense of dread, as I've played so many stinkers during my time as a gamer. *Ice Age*, for those of you who've had their heads stuck up a mammoth's bottom for the last few months, is the computer-animated film about four friends and their struggle to get baby Roshan back to his parents. Fairly normal sounding, except that the four friends, Manny, Sid, Diego and Scrut, are a woolly mammoth, sloth, sabre-toothed tiger and a squirrel/rat type thing. First impressions of the game are very good. The

graphics are crisp and clear, and the character animation is slick. You don't have to play *Ice Age* for long to realise the designers have put a lot of effort in, and it's paid off. You start the game in control of Manny, as you battle your way through ten different levels. You begin in the desert and eventually fight your way across locations such as icy caverns and red-hot volcanoes. It certainly feels like you're controlling a

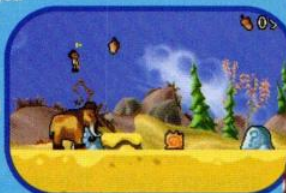
large animal, with the screen shaking as you charge across the prehistoric landscape, although later in the game you get the chance to control the more agile Sid too.

## Cold Calling

The first level acts mainly as an introduction and trainer, but it isn't long before you're working your way through the rest of the game.

## The Kid Did Well...

You'd be surprised how many things you can do with a woolly mammoth. Rug-making might be an obvious idea, but Manny has a few tricks up his, erm, sleeves. He's capable of jumping and belly-flopping, battering with his trunk and even launching nuts at his enemy!



**XTREME RATING**

### Uppers

- + Addictive gameplay.
- + Crisp graphics.
- + Good fun.

### Downers

- Enemies are sometimes difficult to get at.

### Summary

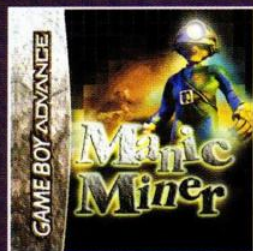
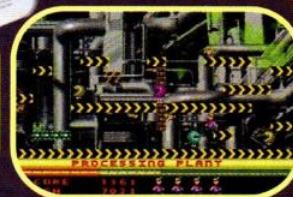
Original and surprisingly good for a licensed game.

**86%**





Even the shortest of falls can spell doom, making things even more frustrating.



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....JESTER INTERACTIVE  
TYPE: .....PLATFORM GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# MANIC MINER

Do ancient eight-bit platformers have a place on the Game Boy Advance? Saul digs deep to find out if *Manic Miner* has still got what it takes...

No doubt those of you that have played the original ZX Spectrum version of this platform classic have some very fond memories of it. It takes just one go of the Game Boy Advance update of *Manic Miner* to make you see the truth, though – it's fiendishly difficult, incredibly unfair and more annoying than sand in your lycra shorts on a Sunday ride. Problem is, we still love it. *Manic Miner* Advance offers two modes of play. Choosing Original Mode gives access to the 20 *Manic Miner* levels from the original Spectrum game, while the Enhanced Mode throws ten brand-new levels into the mix. Developer Jester Interactive has given every stage a graphical overhaul, bringing what was once an eight-colour blocky affair bang up to date. Older gamers may miss the original graphical style, but the



Those crazy cats at Jester have thought of some wacky names for the new levels. This one's called *Flunky Punky Munkie*.

explosion of colour and wicked backdrops shame the original version.

## Classic Willy

The gameplay itself stays faithful to the original. Which means you're in for one hell of a platform treat. The levels are one-screen affairs, but packed to the pixels with action, danger and a healthy dose of humour. We're talking evil dunnies, walking eyes, performing seals and tasks that involve collecting bog-roll, amongst other things. The idea is simply to collect a set number of items, which then opens the door to the next level. However, an incredible amount of

## Think Ahead

Serious planning is needed to make it in the world of *Manic Miner*. Take, for instance, the Eugene's Lair level. In order to get to the left, you need to jump the face and get past the fast moving bogs. Problem is, the only way to get to the face is on a moving escalator. Get your timing wrong here and you find yourself jumping into some serious trouble. You need to watch how all of the baddies move before you make your

move and then get your jumping just perfect. Hard? We're talking *The Incredible Hulk* and *Superwoman's* illicit love-child hard.



thought (and spite) has gone into placing these items in the most hard-to-reach places. You need pixel-perfect jumping and an incredible feel for timing to get past even the easiest levels. Which is where the frustration element comes in. You find yourself missing jumps by millimetres and getting the timing wrong by microns, meaning you've got

to start the level again. It's wise to really study a level before you start, but even then some crazy creature probably attacks you on your starting platform. *Manic Miner* is incredibly unforgiving, but it wills you to win, which is why (clichéd as it is) you really will be playing this into the wee small hours.

**Saul Trewern**



**Xtreme Rating**

## Uppers

- + Addictive platform action.
- + Cool graphical style.
- + Toilets and bog-roll.

## Downers

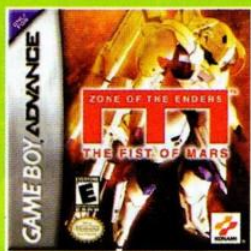
- Too unforgiving.
- Dodgy collision detection.
- Lack of Speccy version.

## Summary

Still as addictive as ever, but if you've got a short fuse it's best if you leave *Manic Miner* buried in the past.

**82%**





DAMAGE: ..... £29.99  
ON SALE: ..... OUT NOW  
WHO: ..... KONAMI  
TYPE: ..... STRATEGY/RPG  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

# ZONE OF THE ENDERS: THE FIST OF MARS



**A big robot strategy fest from Konami – Oli enters the Zone, and takes a look...**

## Just Another Day at the Office...

Our story begins with our hero, Cage, meeting his amnesiac love-interest, escaping from the spaceship Bonaparte in a prototype fighting machine, then crashing into Mars to be denounced as a terrorist. Some people have all the fun...



Captain

"Move out of the way! Dammit, we won't make it...  
aaaaaarrrrrrrggghhhhhhhh!"



good dollop of skill to the game, but unfortunately it comes at the expense of strategy. The problem is that, with practise, it becomes too easy to hit or dodge, and when you win every 'roll' you're bound to win the battles.

### Mars Attacks

Still, the IAS system is innovative for sure and optional to use, and backed up by a rich set of tactical options makes for a solid strategic core to the game. Whether you like what surrounds this core, though, is more a matter of taste – copious amounts of text and story are doled out before and after each battle, detailing the love interests, dark secrets, wheeler-dealing and hormonal impulses that drive the main characters. The quality of translation is generally

good, if a little cheesy at times, and it's a well crafted tale, but it's the sheer volume of text that's the problem, and once you start pressing 'A' to skip through it, there's no going back. Indeed, the battles without the story would be only half the game, and for just

strategic combat you'd be better off with *Advance Wars*. But if you want something to really get your teeth into, and you like a good fight-against-oppression storyline (who doesn't?), *Fist of Mars* should prove very rewarding.  
**Oliver Lan**

### The IAS in action.



The dialogue lays it on a bit thick at times.



Ayona

"You saved those children's lives. Young, innocent lives that were in danger."



Caliburnus  
W Beam Cannon

Reg. LEV A  
HP 1800/1800

**Z**one of the Enders: The Fist of Mars takes the futuristic, mech-based action of the PS2 game and turns it into a strategy/RPG for your GBA pleasure. Taking place on Mars, where no doubt there's a big fist somewhere, the game has you joining up with the planet's resistance forces, fighting against the tyranny of planet Earth. The battles take place on a gridded map, and have you dishing out orders like Move or Attack in the standard way. Different terrains give you various advantages, and

there's a good selection of different weapons and abilities, but the innovation comes in when you actually make an attack – enter the IAS (Interactive Action Sequence). Basically, you have to land the target on the moving enemy to hit, and if you get it dead on you score a critical hit. Or if you're being attacked, you have dodge and weave to avoid the enemy's shot. This adds a

**XTREME  
RATING**

### Uppers

- + Sophisticated battles.
- + Loads of options and upgrades.
- + Complex unfolding story.

### Downers

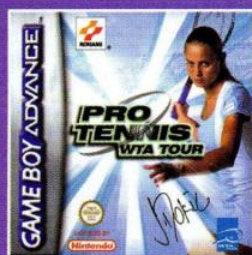
- Just too much story!
- IAS can be a bit of a cheat.

### Summary

A meaty game, if you can stomach the story.

**84%**





DAMAGE: ..... £34.99  
ON SALE: ..... 17TH MAY 2002  
WHO: ..... KONAMI  
TYPE: ..... SPORTS SIM  
NO OF PLAYERS: ..... 1-4  
SAVE SYSTEM: ..... NONE

# PRO TENNIS WTA TOUR

John drools over a tennis game – must be women's tennis then...



Tennis neatly fits into my category of sport called 'sport you watch on TV, are inspired to try and quickly discover you're crap at'. I remember a few years back, heading to the local courts and discovering that I could barely get the ball back over the net. I was even worse at tennis than I was at squash, and if I told you my squash playing nickname was Blind John, you know how bad that is. Still, tennis is a good spectator sport, particularly if you're male and it's women's tennis you're watching, which is exactly what WTA is. Fully licensed from the Women's Tennis

Association, *Pro Tennis WTA Tour* features 20 real-life players (though Venus Williams and Anna Kornikova are almost unforgivably missing from the line-up – bah).

## Love All (of them)...

Each of the players has been drawn in a cartoon style, and it's up to you to decide which of them you want to play. Konami has also kindly provided a choice of ten different locations where you can play around the world, such as England, USA, France, Canada and Japan. As well as all this, there is also a link feature that allows you to link the game up with three other

GBAs, giving you the chance to have a doubles match with your mates. *Pro Tennis WTA Tour* is an easy game to pick up. You can smash or volley the ball and after a couple of minutes even I had managed to get a good rally going, proving myself to be

far better than my real-life tennis-playing alter-ego. Although easy to pick up, it will take you a while to master properly. Whilst it's fairly easy to win a point or two, winning a match is an entirely different ball game. Well, actually it's not, but you know what I mean. Returning serves is a particularly tricky

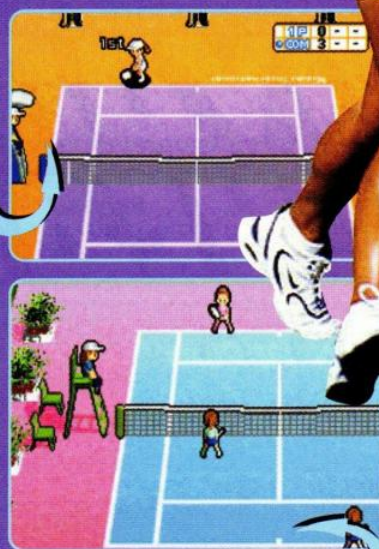
skill to master, but the game is enjoyable enough to keep you trying, and that's what counts.

The differences between the playing surfaces are subtle, yet noticeable, with grass courts being slower than the man-made surfaces. With cute graphics, adequate sound and that all-important 'just one more go' factor, *Pro Tennis WTA Tour* is certainly one of the more enjoyable sports sims available for the GBA.

**John Hagerty**

As well as 20 different real-life players, there's a selection of ten different courts to play on. The courts may have one of three different types of surface, which affect the bounce and spin of the ball.

## Options-a-Plenty!



No, my GBA isn't on the blink. They're the proper colours.



English tennis and no rain?

**XTREME RATING**

### Uppers

- + Great gameplay.
- + Good cartoony graphics.

### Downers

- No Anna Kornikova.

### Summary

*Pro Tennis WTA Tour* is a fun game that draws you in the more you play.

**87%**





**ALL WEAPONS**



**INFINITE HEALTH**



**INFINITE AMMO**



**ALL VEHICLES**



**INFINITE LIVES**



**EXTRA CHARACTERS**



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DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....VIVENDI UNIVERSAL  
TYPE: .....BEAT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

In advance of The Rock's upcoming film (and if it's as bad as the *Scorpion King* bits in *The Mummy Returns*, we're in trouble), Vivendi Universal has put out a fairly standard walk-and-slash-style game which lacks

# THE SCORPION KING: THE SWORD OF OSIRIS

The Rock hits the Advance - but next time, asks Simon, can he bring some fresh ideas with him too?

originality, vision and ideas. Still, as an amalgam of what's gone before, it'll do for an hour or two. You're sent initially on a rescue mission, before becoming The Rock as you do battle. For the most part, you walk along a platform, perhaps having to do a bit of jumping or ducking, then wave your weapon at the inevitable baddies to try and kill them off. This process is

repeated ad infinitum, broken occasionally by a bigger baddie to defeat. Truth be told, there's not an awful lot of skill required, but only a vacuous, easily-pleased mind will get value for money out of the game. For whilst we'll wait to see the film before passing final judgement on it, we can safely say that the game is very, very average. **Simon Brew**



See? You can crawl under walls from time to time. How's that for a bit of variety?

Looks like a scrap to us.

**Xtreme Rating**

## Uppers

- + Graphics aren't too bad.
- + Reasonably execution of what's there.

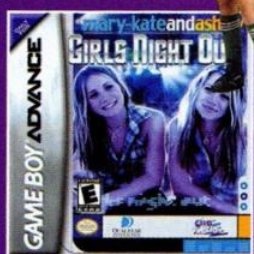
## Downers

- But it's repetitive.
- And there aren't any new ideas.

## Summary

Whether you're a Rock fan or otherwise, put your wallet away. There's nothing to see here.

**50%**



DAMAGE: .....£34.99  
ON SALE: .....OUT NOW  
WHO: .....VIVENDI UNIVERSAL  
TYPE: .....BEAT-'EM-UP  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

As a basic Bemani-style game, *Girls' Night Out* does a decent job. As the tunes play, you get to watch

# MARY-KATE & ASHLEY GIRLS' NIGHT OUT

Saul digs out his dancing shoes and joins Mary-Kate & Ashley on the dance floor, and behind the decks...

your chosen girl dance around whilst attempting to hit the right button combinations to bust the best moves. The graphics here are no more than functional, but there's a nice

line in wacky backdrops for the girls to strut their stuff. Music-wise, Club Acclaim has opted for some dodgy pseudo house and electronica. It works perfectly for the game style,

but anybody who actually likes this type of music will be instantly offended. *Girls' Night Out* does offer a few extras to the basic Bemani theme, though. First up there's the Closet, where you can choose what clothes the dancers wear. Then there's the Mix section, where you take to the wheels of steel and add samples to the songs. You can record all of this and then watch the girls dance



Visit the Closet to change your clothes before you hit the dance floor.



to it, which is a nice touch. *Girls' Night Out* is of strictly limited appeal. With the music not up to much, and extremely basic gameplay, it certainly won't be rocking the discotheque anytime soon.

**Saul Trewern**

**Xtreme Rating**

## Uppers

- + Sophisticated battles.
- + Loads of options and upgrades.
- + Complex unfolding story.

## Downers

- Just too much story!
- IAS can be a bit of a cheat.

## Summary

A meaty game, if you can stomach the story.

**57%**



| GAME BOY ADVANCE | GAME BOY COLOR | GAME BOY |
|------------------|----------------|----------|
| ✓                | ✗              | ✗        |



Use the enemies you've grappled with to boost your jump.



# KLONOA: EMPIRE OF DREAMS



DAMAGE: ..... \$34.99  
ON SALE: ..... OUT NOW  
WHO: ..... INFOGRAVES  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

Is Namco's cutesie character a Mario maunder, or just another pretender? Ian investigates...



**K**lonoa can't sleep. Not because he's pigged out on chips just before going to bed, or stayed up half the night watching horror movies and is too scared to close his eyes. No, Klonoa's problem is the emperor of his world has forbidden his citizens to dream, and his four monstrous cohorts impose his will with a rod of iron. It will come as no surprise to seasoned gamers that you, as Klonoa, must defeat the emperor, and his four flunkies are



end-of-world baddies... *Klonoa: Empire of Dreams* is a cute platformer, but don't dismiss it as another sad Mario clone. Its 40 levels spread across five worlds are incredibly cleverly designed. Real care and attention to detail has been invested in this one. It's very puzzle-orientated, and you need to make maximum use of Klonoa's abilities if you're to succeed. For example, you can grab hold of most

monsters, and throwing them at the ground gives you a boost jump for greater height. You also get to toss fallen foes at switches to, erm, switch them and stack boxes into a makeshift set of steps.

## Loveable Action

Most levels in *Klonoa* are push-scrolling, like *Mario*, but there are also auto-scrolling stages such as the snowboarding level. These serve as a good break from the norm, and a whole new challenge to your gaming skills. And like all good platformers, you can complete it the easy way, or the hard way. The easy way? Just do it, but to REALLY complete the game you must grab the 30 blue gems found in each level too (or 100

## Monstrous Maladies

The end-of-level bosses are standard platform fare, but as well designed as the rest of the game.



in the action scrollers). The only real blot on *Klonoa*'s copybook is the graphics. They're nowhere near as pretty as, say, *Raman Advance*'s, but their less intense nature allows the programmers to scale the characters

and rotate the rooms in places. Swings and roundabouts, really. It isn't often a non-Nintendo platformer offers such a complete gaming experience as *Klonoa*. If you've completed *Wario Land 4* and are currently cursing the fact that there's no original *Mario* game on the Advance, this could be the game of your (ahem) dreams.  
**Ian Osborne**



Squashed by a giant Space Hopper...



Lift the enemies and use 'em as missiles.



**XTREME RATING**

### Uppers

- + Intelligent design.
- + Fun to play.
- + Top sound.

### Downers

- Graphics could use more detail.

### Summary

It's a fantastic game, and a worthy addition to anyone's platform collection.

**90%**

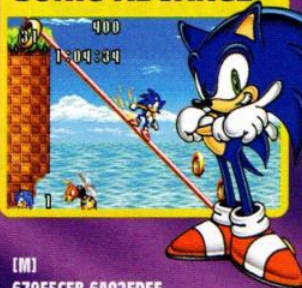


# ACTION

# cheats...

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### SONIC ADVANCE



[M]  
679F5CEB 6A02EDEF  
47B6DC01 7D158612

Invincible  
6EEA5E7D 66398E85

ARB Moon Jump  
CDE43C25 E6F37F60

### SUPER MARIO WORLD

50+ LIVES  
Go to the secret level Vanilla Secret 2. Go to where the Grey switch appears. Carry it back to the mid-point of the level, step on it, and then run all the way to the left. The koopas at the start become Grey Coins, which give you points and lots of lives.

SUPER MARIO BROTHERS REMIX TUNE  
Sit at one of the levels in Special World for a few minutes, to hear remix of the music.

RE-ENTER CASTLES  
To re-enter an already-completed castle, stand on it and press L+R together.



Stop Timer  
BBC986D2 7AA54DDE

Max Rings  
321EF4EA EC134E46

(Use only one of these codes)  
Speed While Running on Right Side  
84CC4ED6 A7E0E2CB

Mega Jump  
DFF1EA47 A798E090

### MORTAL KOMBAT ADVANCE



[M]  
BBFC9DD1 E9F371C5  
EC7F117F 9A0E25F2

Inf HP 1st Character  
04A0306F 69437212

Instant Win 1P  
818E049E 07AABE94

Inf Fatality Time Against 2P  
60C47C54 BC1838BA

One-Hit Kill 2p  
FCB3138C 84C8D0C9

Hit Anywhere  
0B84ACBC DA854777

Play as Motaro  
B6895C21 394736D7

Play as Shao Khan  
2B2E534D 942327F8

### MECH PLATOON



[M]  
A1FE2094 76C79AC5  
44541C62 C58CC7B9

(Use only one of these codes)  
ES Increase When Used  
2E1EE650 8C4FAC7D

MR Increase When Used  
A4C9ED6F 3855C2C8 5

LC Increase When Used  
CA45E5C3 252CDA79

### JURASSIC PARK III DINO ATTACK



[M]  
D64D3EF3 BE1C6051  
9338AE51 C26D91D9

Invincible  
335B59B6 A074DF44

Inf Continues  
1E2F6CF8 C686BBA9

### LADY SIA



[M]  
DFEC1ADD 83CFA082  
EB181FB9 53A11A89

Inf Health  
21DE6BFC 9BE93E4E

Invincible  
964AC3AD 828E63EE

AR Button: Moonjump  
07F16D90 9B6E2FE1

99 Jewels  
C3B7F2F3 87F9A37F

Infinite Lives  
48FBAFEA 4CC161CE

Infinite Power  
5BA78165 600A8D4E

### TONY HAWK'S PRO SKATER 3

#### SPONSOR MODE

Beat the game completing 100% objectives to unlock the Sponsor Mode.

#### WOLVERINE

To unlock Wolverine, beat the game with any one skater on both the Pro and Sponsor Modes.

#### EXTRA TRICK SLOTS

Earn gold medals in the competitions to earn extra trick slots.



### DAVE MIRRA FREESTYLE BMX 2



[M]  
9C1DB2EB 69547BCB  
CE6D0720 5CBDFDB

Max Exp Mirra  
4C6E5D0E 0EDA4853

Xp  
D5AFBE14 89E68E96

Max Exp Ryan Inquist  
F8C04AC4 EE880A4B

Xp  
7212A958 6F595564

Max Exp Mike Laird  
F1063C88 266C925B

Xp  
50F9CFA7 B159DE39

Exp K Harkin  
87E6DE5D B8164AA2

Xp  
C54EFD8 483C6D08

Exp I Ramsdell  
F2EEA311 487A5D94

Xp  
6BA6482F 07045E53





# CODEjunkies

For more great Action Replay codes, call the Code Junkies Hotline!

# 09064 774477

Calls cost 60p per minute at all times.  
Lines are open 24 hours a day, seven days a week.

Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.

## SPYRO: SEASON OF ICE

99 LIVES

At the start screen, press: +, +, +, +, +, +, +, +, A.

SPYRO'S WARP ABILITY

At the start screen, press: +, +, +, +, +, +, +, +, A.

OPEN ALL PORTALS

At the start screen, press: +, +, +, +, +, +, +, +, A.



Xp  
C39DD53F 788942C4

Exp Colin McRae  
90AFF9CA 30CAC156

Xp  
5222B58A 18B49E0A

Exp Z Shaw  
AD3683B8 B9DA37E1

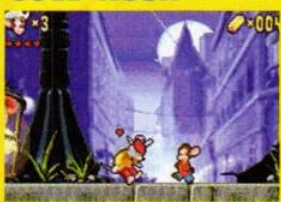
Xp  
7025F3C4 24332BFC

(Proquest: use only 1 of these codes)

AR Button Quick End Run  
D3C05203 A2D21425

AR Button for More Time  
4A184046 D7DE0013

## FIEVEL'S GOLD RUSH



[M]  
725E9BC2 F7C507C5  
F2DBDF55 6A368B1A

AR Button 99 Gold  
90CE90DD FAB329D6

Infinite Health  
D25D7DED 7A85E8C8

Infinite Lives  
ADAAF318 B8A5C67A

Invincible  
F186B873 E43D1E0D

## THE LAND BEFORE TIME



[M]  
63AC7F3C EDED9059  
9092E88C DA1796BB

Max Leaves  
89346091 451AA825

Max Score  
7AD575F4 301D7F03

Infinite Energy  
8DFC86BB 77015BD5  
35B11A65 2ED4C960  
54FA6A5D 52B2696F

## MIDNIGHT CLUB STREET RACER



[M]  
41859261 02030B22  
B5961555 D71E3487

Unlock Everything  
BF795163 BC1C3569  
E195612E E25C1043  
5F420ED6 482B2D65  
9614C35C 09483B43  
4FF7C141 6FA4173C  
E374DED9 92FB5F46  
FB06048D 23510FB0  
64FD3D9F AB562DDC  
A85116A0 6D127C84  
98964ABE B762B909  
B73EF193 0BA1FCDE  
399A3C3F C2062BE2  
4FF7C141 6FA4173C  
E374DED9 92FB5F46  
FB06048D 23510FB0  
64FD3D9F AB562DDC  
A85116A0 6D127C84  
98964ABE B762B909

B73EF193 0BA1FCDE  
399A3C3F C2062BE2  
59C7FBCB 5EC8581C  
DC57C19F 5B2510EF  
3AB0E424 3AEA7942  
B4E2CD68 8826D13B  
784308EE 689DF555  
91FF8BCA C05CF693  
77BC955B 139EE251  
05A02BC2 F7842FC5  
352211A6 AA3D305A  
40D298A9 39871B0D  
0952BAA5 09C7876D  
71A17AD8 BE9F5F3C  
F613F3CD 0F78C157  
23514BA8 E53DF77E  
BC5C43B3 3072B394  
E39C2E84 E83CA63D  
BCF3E689 61CC87B  
296345E7 087CCCE1  
D9C7C1D8 6EC98412  
8881D45A 7995486E  
A66920A1 D58775F1  
723281ED 3179C363

No Damage  
7090297F 78C36607

AR Button for Boost  
C18B8960 C510993B

## NAMCO MUSEUM



[M]  
AF610D27 9657758E  
8965DB40 4A095AD1

Pac-Man Lives  
4773F4E6 73540A9E

Galaxian Lives  
268D33FE 578E71C9

Galaxian Max Points  
1D7342BF 3E55F432

Galaga Lives  
DCB376F6 63DACD64

Digout Lives  
B1A16BE0 4AB34E32

Digout Max Points  
EE3944EC ECD5CA9F

Pole Position Timer  
05B32A2C 49A9B234

## GRADIUS GALAXIES

POWER-UPS

While paused, enter +, +, +, +,  
L, R, L, R, B, A, Start. This is a  
modified version of the famous  
Konami code.

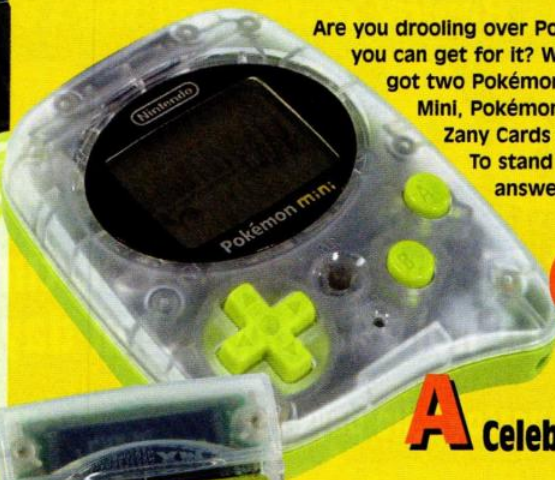
SELF-DESTRUCT

While paused, enter +, +, +, +,  
+, +, +, +, B, A, Start. This is  
the Konami code, a cheat which  
used to do something on virtually  
all Konami games.





## TWO POKEMON MINI CONSOLES with three games must be won!



Are you drooling over Pokémon Mini? Excited about the great new games carts you can get for it? Want to get your mitts on one? Now's your chance! We've got two Pokémon Mini games consoles complete with Pokémon Party Mini, Pokémon Pinball Mini, Pokémon Puzzle Collection and Pokémon Zany Cards games!

To stand a chance of winning one of these sizzling prizes, just answer this simple question:

**Q** Which of the following miniature marvels is not a Pokémon?

**A** Celebi

**B** Mewtwo

**C** Mini-Me

When you think you know the answer, call our Competition Hotline and leave your name and address when prompted. Don't forget to include your FULL name!

# 09064 774478

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 1st May 2002 and close at midnight on 4th June 2002. The editor's decision is final and no correspondence will be entered into.

# FALL OUT!

Coming up in next month's GBX...

## SHEEP

The woolly Lemmings-esque puzzler did little on the PSX, but might just win through on the GBA!



## GT ADVANCE 2

Does the GBA's first true sequel improve on its mediocre predecessor?



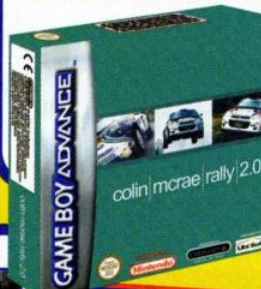
## BRITNEY'S DANCE BEAT

Let's hope her game debut is better than her film debut...



## COLIN MCRAE RALLY 2.0

Can it take the GBA driving crown?



## WOLFENSTEIN 3D

The father of all first-person shooters comes to the Advance...



**GBX** exclusively appearing in G-Force!

